

PRIMA'S OFFICIAL STRATEGY GUIDE

STAR WARS® STARFIGHTER™

Unlock all
Bonus
Missions!



Tri Pham
Jeff Barton
Michael Littlefield

primagames.com®



STAR WARS[®] STAR FIGHTER[™]

Prima's Official Strategy Guide

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Michael Littlefield

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com



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Senior Product Manager: Jennifer Croteau
Senior Project Editor: Christy L. Curtis
Editorial Assistant: Caspian Theal

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0000000 Contents 0000000

Introduction	2
Game Modes and Options	4
The Players	6
Flight Training	9
Naboo N-1 Starfighter	12
The Guardian Mantis	14
The Havoc	16
Mission 1: Naboo Proving Grounds	18
Mission 2: The Royal Escort	22
Mission 3: Contract Infraction	26
Mission 4: Secrets on Eos	30
Mission 5: Piracy above Lok	34
Mission 6: Valuable Goods	38
Mission 7: Eye of the Storm	42
Mission 8: Taking the Offensive	46
Mission 9: The Crippling Blow	50
Mission 10: The New Resistance	54
Mission 11: Midnight Munitions Run	58
Mission 12: Rescue on the Solleu	62
Mission 13: Last Stand on Naboo	66
Mission 14: The Final Assault	70
Bonus Mission 1: Fighter Training	74
Bonus Mission 2: Ground Attack Training	76
Bonus Mission 3: Charm's Way	78
Bonus Mission 4: Canyon Sprint	80
Bonus Mission 5: Outpost Attack	82
Bonus Mission 6: Space Sweep	84
Bonus Starship: The Guardian Mantis	86
Bonus Starship: The Havoc	87
Bonus Starship: N-1 Starfighter	88
Bonus Starship: The Infiltrator	89
Two-Player Missions	90
Cheats	94

A long time ago in a galaxy far, far away...

STARFIGHTER

The galaxy stands on the brink of war. In the Outer Rim, the greedy Trade Federation is mobilizing a secret army to strike at peaceful Naboo.

Amidst growing tensions, Bravo Flight trainee RHYS DALLOWS prepares to fly Royal Escort and protect the Queen.

Meanwhile, the mercenary VANA SAGE has undertaken a dangerous assignment for the Trade Federation, a mission that will lead her to a perilous discovery.

And on the planet Lok, the pirate captain NYM prepares for his next raid, unaware that the Trade Federation is planning a deadly gambit that will spell doom for his homeworld and force three unlikely heroes to save the galaxy....

Game Introduction

The galaxy is in peril and only you can save it. Throughout this beautifully-crafted game, you take on the roles of our three heroes: Rhys Dallows, Vana Sage, and Nym. You'll be involved in massive battles in space as well as planet-side missions. Tensions run high and the action is fierce. You need all the help you can get.



Star Wars Starfighter™—Prima's Official Strategy Guide is the tool to tip the scales in your favor. The "Flight Training" section is the perfect place to get your feet wet. Learn all the tricks to flying and aerial dogfighting. The advantages and disadvantages of each starship are spelled out here also.

After you've graduated from the Flight Training section, you can move on to the actual missions. Turn to this section if you're stuck. We reveal how each mission objective and bonus goal can be achieved on the Hard difficulty setting. Sometimes, this involves general strategy. Other times, it involves the precise execution of tasks in a sequential manner. There's always more than one way to complete a mission. Consider us your astromech droid: we point out the key points and let you fly the mission. May the Force be with you.



Game Modes and Options

Play



This is the regular mode where you play the actual missions. The 14 missions run in a sequential order, but after you beat a mission you can go back to it through the Mission Selection screen and play it as many times as you want. You also can change the difficulty settings and replay those missions where you might not have accomplished all the bonus goals.



Missions

Naboo Proving Grounds
The Royal Escort
Contract Infraction
Secrets on Eos
Piracy above Lok

Valuable Goods
Eye of the Storm
Taking the Offensive
The Crippling Blow
The New Resistance

Midnight Munitions Run
Rescue on the Solleu
Last Stand on Naboo
The Final Assault

Bonus Missions

Bonus missions contain 12 extra game features. Six are actual missions, four are vehicle selections, and two are for a multiplayer option. These different features are unlocked with certain medals: bronze, silver, or gold. Bonus missions can only be unlocked by earning medals in the regular missions. Each bonus mission requires certain medals from a combination of regular missions in order to be unlocked.

TIP

To unlock the bonus missions, you only need to earn those medals listed for each bonus mission on the Easy, Medium, or Hard difficulty setting. Set the regular missions to Easy to unlock the bonus missions more quickly.

Bonus Missions

Fighter Training
Ground Attack Training
Charm's Way

Canyon Spirit
Outpost Attack
Space Sweep



Vehicles

Once unlocked, these vehicle selections allow you to return to any mission with that vehicle. Want to fly the Naboo Proving Grounds with the Havoc? Here's your chance.



Guardian Mantis
Havoc

N-1 Starfighter
Infiltrator



Two-Player Missions

Go head-to-head with a friend in these competitions.

Canyon Race
Capture the Flag

Load Game

Here you can reload a previously saved game. You can save up to eight games on a memory card. As you play through the game your progress is saved automatically to a memory card for later use. When you return to play the game, you can pick up where you left off.

Options

Controller Setup

Use this option to modify the controller to your liking. You can customize your controller configuration, y-axis, vibration, or analog stick sensitivity.



Sound Setup

This option allows you to adjust the sound of the game. You can modify the music, sound effects, voice, or stereo/mono features.

Save

This option saves any changes you have made to the settings.

Code Setup

Find any cool codes? Here is the place to enter them. Type in the code, then select it for your results.



Defaults Restore

If you're not happy with the changes you have made, use this to return to the previous settings.





Rhys Dallows

- Age: 22
- Gender: Male
- Species: Human
- Origin: Born and raised on Theed, Naboo's capital
- Starfighter: Standard N-1 Starfighter



Born on the edge of Theed, Naboo's capital city, Rhys is a strong-willed rookie pilot who always dreamed of joining Bravo Flight. Raised by his schoolteacher mother, Rhys never really knew his freighter pilot father, who went missing during a routine mission. Much to his mother's dismay, Rhys yearned to follow in his father's footsteps and travel the galaxy.

Rhys gets his chance to suit up when he is invited to join Bravo Flight and defend his homeworld. While he has much to learn about space combat, he quickly finds guidance in ace fighter pilot, Essara Till, the daughter of a Naboo politician. Under Essara's tutelage, Rhys learns both defensive and offensive maneuvers.



Vana Sage



- Age: 30
- Gender: Female
- Species: Human
- Origin: Raised on Alderon
- Starfighter: The Guardian Mantis



A disenchanted starfighter pilot, spy, and adventurer, Vana grew up on Alderon and left the planet at age 15 to work side-by-side with several bounty hunters. Her adventures took her to Naboo, where she served in the Royal Security Forces. Vana felt at home there, but she also believed the government was foolish not to build a stronger military force. After Vana's requests to strengthen the military were rebuffed, she left the planet.

Since then, Vana has gained a reputation for working for the highest bidder. Recently, she used her keen tactical mind to capture the alien pirate, Nym, for the Trade Federation. Vana is still employed by the Trade Federation, but she's beginning to feel uneasy about the alliance.





Nym



- Age: 30s
- Gender: Male
- Species: Feeorin
- Origin: Raised on the planet Lok
- Starfighter: The Havoc

Orphaned at an early age, Nym is a Feeorin, an alien species found on a few Outer Rim worlds. Criminals on the planet Lok raised Nym, but his meager upbringing gave him plenty of time to hone his tactical skills. Regarded as a brilliant tactician, he is a respected pirate captain. Nym is just greedy enough to keep his pirate crew in business, and he often plans nonviolent raids among the Core Worlds.

Nym's banditry recently became bothersome to the Trade Federation, who hired Vana Sage to capture him. While Vana was able to detain him briefly, Nym's crew helped him escape from the

clutches of the Trade Federation. As a result, Nym is more willing than ever to put Trade Federation targets in his sights.



Flight Training

Before you take on the Trade Federation, be familiar with your starfighter. While your starfighter's fancy weaponry can make you a formidable opponent, you're harmless if you don't have a solid grasp of flight fundamentals. Perfect the following techniques to make the missions less frustrating.

Movement

Before you join in aerial dogfights, learn to fly. Here are the basic flying techniques you must know.

Stop and Go

It's crucial to know when to put the pedal to the metal and when to lean on the brakes.

Why wait for your enemies to come to you? By boosting toward them, you shorten your mission time for those precious bonus goals. Boosting also brings you in closer for a more accurate shot.



Lean on the brakes as you approach stationary or slow-moving threats. Slow or stationary enemies have tough armor or shields. By braking as you approach them, you can pummel them with laser fire while staying far out of their range.

Power Slide

Power sliding is the quickest way to make a turn, and it's an invaluable tool in dogfighting. It whips you around much faster than a regular turn. The power slide also works for turning up or down, not just left and right.



Use the boost to pick up a little speed.

When you want to turn, let go of the boost and immediately slam on the brakes as you turn. Blam! How'd you turn around so fast?



Rolling and Auto-Level

On space-based missions, don't worry about up or down. But on land-based missions, it is easy to get disoriented if you're upside-down. Rolling enlightens you out. Faster yet is the auto-level function. When you activate this function, your starship automatically returns to right side up with the horizon. Steering is really tricky if you're not level with the horizon. Use the auto-level as often as needed.

Obstacles and Boundaries

Always be aware of your surroundings. Hitting any solid obstacle sends you reeling in another direction. This is costly in combat situations. Your shields also pay the price.

On the land-based missions, invisible "ceilings" limit your altitude. Fly too high and you hit this boundary. It doesn't damage your shields, but it flips you around unpredictably. Running into the ceiling during a raging dogfight means defeat.



One minute, you're flying successfully into the air...



...the next, you don't even know what direction you're facing.

Equipment Use

Knowing your cockpit and being able to use it to its full potential is the difference between victory and defeat. Your starfighter's HUD provides loads of critical information.

Target and Auto Target

Your targeting system is what you use the most. Without it, you're lost. Your targeting system has two modes: manual and auto. The auto target locks on to the nearest enemy. When that enemy is eliminated, it automatically locks on to the next nearest enemy. The locked-on enemy's name is displayed in the bottom-left corner of the screen. If you are looking for one particular type of enemy, keep tapping the auto target button until you find it.

The manual targeting system is useful for identifying targets in front of you. Point your sights in the target's direction and tap the manual target button to lock on to it. This is the best way to find targets for your guided secondary weapons.



Press and hold the manual targeting button to activate the sensor targeting system. This lights up all possible targets in your field of vision. Move your sights over a target to make it the current target. This is the fastest way to find enemies in the area.

NOTE

The auto target feature locks on to the most important target at the moment. Don't doubt; just go after that target.

Sniper View

Can't see that far? Use your trusty sniper view to zoom in on the action. The sniper view allows you to see and shoot at enemies from a greater distance.

CRITICAL

cccc

At long distances, your cannon fire takes some time to reach its target. Shoot ahead of a moving target to make sure it hits.



These little starfighters sure are hard to hit from this distance.

Train in multi-camera



Objective Pointer

In the chaos of combat, it's easy to get disoriented. In situations where you must protect or attack certain targets, the objective pointer is your savior. Dogfighting can turn you in every direction. To find your objective again, orient yourself so that the arrow is pointing directly away from you. Its tip should be in the center circle. You are now facing your target.



Objective Critical Indicator

When one of your objectives is to protect a friendly unit, this little light tells you when it's under attack. Find it above your secondary weapon's ammo indicator. It flashes red, accompanied by a low tone, when your objective is in trouble. Watch this so that you can turn your attention to its attacker.

Wingmates

There's no shame in needing a little help. In some of the missions, you have wingmates to back you up. By default, they are ordered to defend you. This means they engage any enemies that are foolish enough to attack you.

Depending on the mission objectives, it's sometimes better to have them defend or attack a certain target. Have them attack targets with heavy firepower to draw their fire. Don't feel bad; they are near invulnerable in most missions. In time-sensitive missions, your wingmates can start weakening armored targets until you get a chance to attack them yourself. In defensive missions, set your wingmates to defend the target. They'll attack any enemies who dare attack your sat target. In the meantime, you can concentrate on other objectives or goals.

TIP

The "report in" function of your wingmate commands is useful only for informational purposes. Press this button and your wingmates report in. All this does is let you know if they're all still alive.



Dogfighting

If your dogfighting skills aren't up to par, you won't make it far in this game. Ideally, avoid dogfighting altogether. Catch your enemies before they reach you to save time and damage to your shields. Sometimes, however, you have no choice but to take your enemy in a head-to-head aerial battle.

On the harder difficulty levels, enemy fire proves fatal. Avoid engaging your enemy head on. If their fire hits you, it could move them damage your shields. It rocks your ship so that your weapons miss. When faced with enemy fire, change your flight trajectory. The enemy starfighters have trouble tracking you if you fly at odd angles. Add a couple of rolls while you fly, and they'll be thoroughly confused.

Use the power slide. There's nothing worse than chasing an enemy in circles. Use the power slide to whip your starship quickly around.

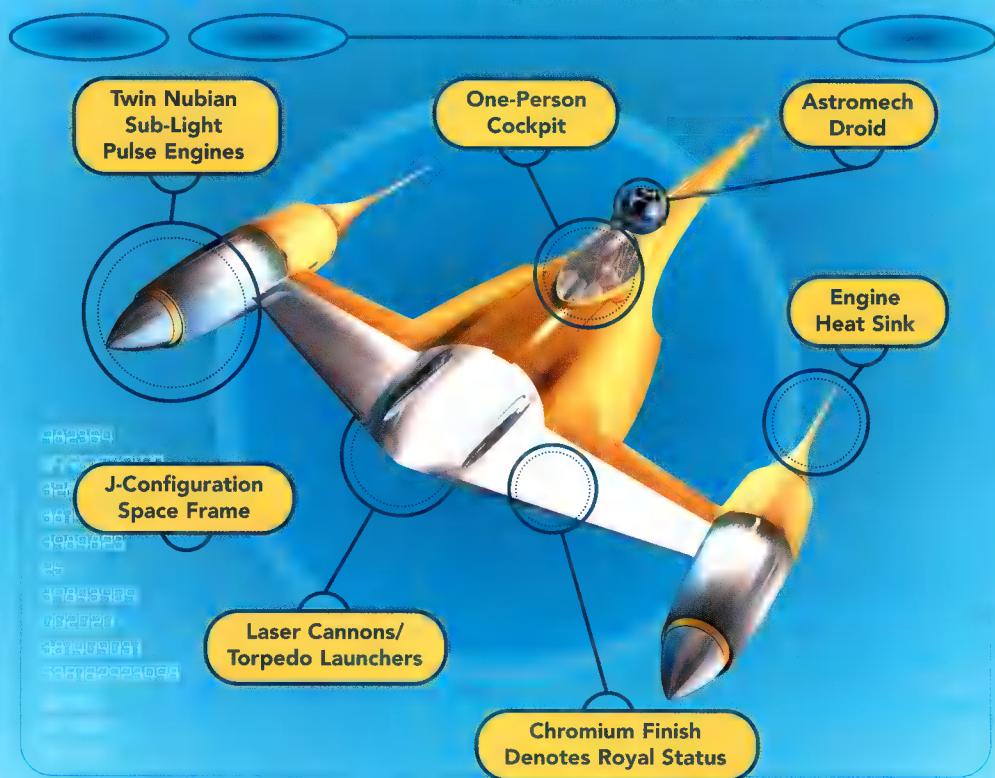


TIP

If you're in a swarm of enemy starfighters, all itching for a piece of you, keep your finger on the fire button. In a dogfight with multiple enemies, you stand a good chance of hitting stray fighters as you maneuver toward your intended target.

Naboo N-1 Starfighter

This sleek yellow starship is elegant and practical. It is known for its agility, precision control, and raw speed. The ship is also equipped with strong deflector shields, but beware that it has a limited number of secondary weapons.



Primary Weapon

Laser Cannons

Secondary Weapon

Proton Torpedoes

These do not
become available
until Mission 2.

Advanced Secondary Weapon

Advanced Proton Torpedoes

This weapon
warms toward
targets it has used
Not available until
Mission 8.

N-1 Starfighter Notes

As a member of Bravo Flight, Rhys Dallows pilots an N-1 Starfighter. Bravo Flight uses the N-1 Starfighter as the main craft in its air force because it's easily the quickest and most agile of the three. Therefore, it makes a formidable opponent against the Trade Federation. Add to that its proton and advanced proton torpedoes and it becomes one of peaceful Naboo's most valuable assets. However, its secondary and advanced secondary weapons are limited. They do not recharge.



The N-1 Starfighter is agile and maneuverable. It was made to navigate through narrow canyons as well as zoom in dogfights.



The proton torpedo is a joy to be reckoned with. It packs a powerful punch and can track its target.



Formations in tight formations are the N-1 Starfighter's specialty. Charge an advanced proton torpedo up and watch the destruction of multiple targets.



CRUTIOE

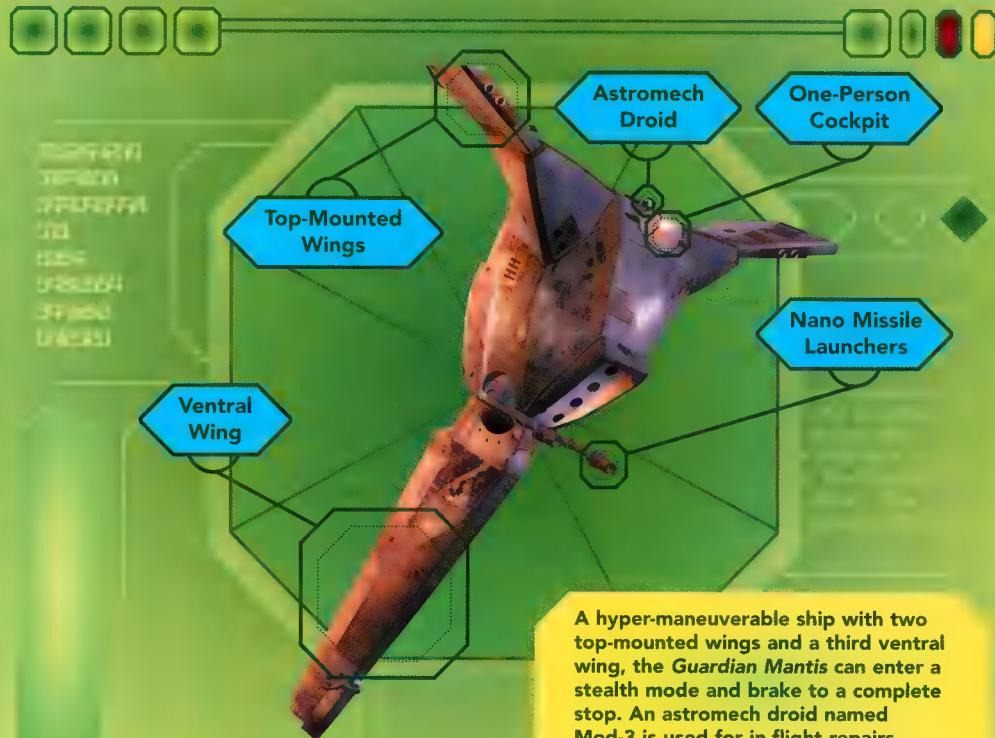
One advanced proton torpedo uses up two proton torpedoes. Ration them wisely.



Make sure your targeting sight turns red before you release the proton or advanced proton torpedoes. Red indicates that your target is locked. With only 10 torpedoes in your arsenal, you don't want to miss a single shot.



The Guardian Mantis



A hyper-maneuverable ship with two top-mounted wings and a third ventral wing, the *Guardian Mantis* can enter a stealth mode and brake to a complete stop. An astromech droid named Mod-3 is used for in-flight repairs.

Primary Weapon

**Sensor-Guided
Nano Missiles**

Range: 1000 m
Firing and tracking with
accuracy: 100%
Damage: 1000

Secondary Weapon

**Ion-Enabled
Sensor Tags**

Range: 1000 m
Firing and tracking with
accuracy: 100%
Damage: 1000

Advanced Secondary Weapon

**Ion Encumbrance
System**

Range: 1000 m
Firing and tracking with
accuracy: 100%
Damage: 1000

Guardian Mantis Notes

Vana Sage's Guardian Mantis has both decent power and maneuverability. It is the most well-rounded craft of the lot. The repulsorlifts can be adjusted by Mod-3 to allow a dead stop. The *Guardian Mantis*'s primary weapons may look like any other laser, but they are actually sensor guided nano missiles. After an enemy is tagged with the secondary weapon, the nano missiles track and seek out the enemy. As if that isn't enough, tagging an enemy tears down its shields, requiring fewer shots to destroy it.



On Mission 4: Secrets on Eos, you can come to a complete stop. Take advantage of this by shooting out the droid turrets from afar. The braking ability allows you to destroy them without the danger of drifting toward them and taking fire.

CRITICAL

You cannot brake like this in all missions. If you try it any other mission, don't be surprised if you slowly move toward your enemy.



Ahh, the heart and soul of the *Guardian Mantis*: the ion-enabled sensor tags. Tag your enemies with one of these to completely drain their shields.



Once the target is tagged, the nano missiles find their way to it. You can even aim in the exact opposite direction of the target and still not miss. If the nano missile runs into anything on its way, that thing takes the damage. Always fire an ample number of nano missiles in case they get sidetracked on the way.

TIP

You can tag multiple enemies at once if they are close together or behind each other. Line your sights up to take advantage of this. But remember: The nano missiles only seek the currently targeted enemy. The red circle around the target indicates that it is the current target.



The *Guardian Mantis* is equipped with an advanced secondary weapon called the ion encumbrance system. This powerful weapon completely disables its target. If it contacts the craft, it will knock it out of its range. You must be dangerously close to your target for it to reach.

The Havoc

The Havoc is among the most experimental and dangerous craft. The bomber was recently stolen by Nym and his crew, who then made numerous modifications to the already deadly vessel. Equipped with heavy shields and an automatic rotating turret gun, the Havoc also boasts six laser cannons and two bomb chutes.



Primary Weapon

Dual Triple-Laser
Cannons

Secondary Weapon

Energy Bombs

Target using the special
blue targeting sight on
planetary missions.

Advanced Secondary Weapon

Plasma Scourge

With an effect on napalm,
this weapon can destroy
multiple targets at a time.

Havoc Notes

Nyn's bomber, the Havoc, is aptly named. In terms of sheer power, the Havoc is a monster. With heavy shields, six mounted laser cannons, a rotating turret gun, and two bomb chutes, it is easily the most destructive starfighter in the game. Its plasma scourge spells doom for single or multiple targets. However, all this power doesn't come without cost. The Havoc is slow and has limited maneuverability.



The Havoc's weapons pierce through targets faster than any other fighter.



Blow away! For grounded targets, one energy bomb does the trick. Aim with that special blue ground-targeting light.



The lack of gravity in space allows the crew of bombers to fly straight. Hooray!



For heavily armored targets, the plasma scourge is the only way to go. Though it takes five energy bombs to charge, it does an incredible amount of damage.



CAUTION

Time the plasma scourge carefully. It takes a long time to charge. And when you release it, make sure it hits the target. Be careful!

The Havoc is slower, which makes dogfighting more difficult. It requires you to be more accurate with your shots. Use with these powerful cannons, a few shots is all it takes.



NOTE

Mounted on top of the Havoc is a rotating turret gun. It peppers nearby opponents with laser pulses. While it's completely automatic and you have no control over it, it makes dogfighting a little easier. It isn't very powerful, but it's still helpful.



Mission 1: Naboo Proving Grounds



Rhys Dallows



N-1 Starfighter



How embarrassing. You haven't even begun your advanced starfighter training and you're caught sleeping on the job! No worries, your flight instructor, Essara Till, doesn't seem too upset. However, she does seem anxious to get you up to speed. Could it be that she has an important mission for you? Maybe. Maybe not. Either way, Essara isn't going to take you anywhere until you pass this training course, so hop to it.

OBJECTIVES

- 1. Destroy all first arena mines
- 2. Destroy all second canyon mines
- 3. Destroy training droid
- 4. Destroy all holo starfighters
- 5. Defeat Essara

BONUS GOALS

- 1. Destroy all bonus mines
- 2. Complete mission in less than four minutes
- 3. Win race against Essara

Mission Briefing
This is only a training mission, so it's mostly an orientation mission. You must fly through the canyon and listen to the instructions. Then you'll be promoted.

Mission Briefing

You must destroy the arena mines in the training arena. You can move to the next area. Be a hero in this by timing your war care and before you even come the arena.



CRUTION

Like any other mines, these explode if you get too close. Keep your distance or your shields will pay the price.

Use your war care to get to the arena mines as you go. This ensures that you don't run into them even if you don't know where they all are.



Mission Objective 2

TIP

When precise flying is key, use the auto-level function of your ship as often as possible. Flight is much more intuitive when your fighter is level.

You can make a little traction. You now have all of three pushy rebels to destroy. This time they are hidden throughout a narrow and mysterious canyon.

Watch for the level charges in the locations of the rebels. If the last rebel is above your current plane, start pulling up on that stick when it comes into sight, and the rebels at the level. It's easier and faster to shoot at a level object than at one above or below you.

TIP

The sides of the canyon can take a good chunk out of your shield and hull. Don't hesitate to brake if you are in danger of scraping the sides. It's better to lose a few seconds off your time than to smash into the canyon's side. The exception is braking immediately after a boost. This could make you slide into a wall. Let go of the boost button for a short time before braking.

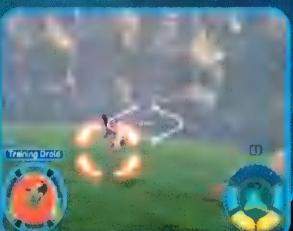


Mission Objective 3

As soon as you've destroyed all of the canyon rebels, you will sight your next target automatically. Now, before you start the driving, your target is a training child.



Use your wings when you're level. From a distance, with a steady hand, you should be able to do the job. Winmau training makes damage.



Mission Objective 4

Once the child is destroyed, a blue hull will appear across at the far end of the canyon. This is your target. Just use the boost button to get to that end of the wing. If you're skilful, the blue hull will even even make it to the wing.



Breaking mission usually you play the first half of a mission the second one appears, and second you play them in the canyon. Break your way toward it and set your laser cannon to the level.



Bonus Goal 1

Did you notice a mine or two as you chased down that second holo-starfighter? These are the bonus mines. Eight of these puppies are strewn about this canyon.



The bonus mines are not automatically called up on your targeting system. You must manually tap your auto-targeting button to bring them up. You only have to do this once. The mines are easy to miss if you don't turn on your targeting system. Knowing where the next mine will show up greatly improves your time for the course.

**Mission Objective 9**

Thought you were done with those pesky holo-starfighters? Not a chance. As you approach this next clearing, zoom in to the far side of the arena, just under that holoprojector. Have your laser cannons ready because that's where the next two holo-starfighters appear. Blast them out of the sky.



You're not done yet, ace. As quickly as possible, boost your way to where those fighters appeared and turn around so that you're facing the canyon you just emerged from. Zoom in and you'll see the last three holo-



starfighters coming toward you. If you hold down your brakes and fire at them from here, you can get all three before they break formation.

**Bonus Goal 3**

Good work. Once those fighters are gone, prepare yourself for a friendly little race against Essara. Position yourself near the blue holographic wall and from your way through as soon as it drops.

**TIP**

Listen for Rhys to say "You're on!" The holographic wall disappears right after this. Time it just right to get a running start!

CRUTIO A

Be careful not to cheat and go through the wall before it disappears. If you do, you'll forfeit the race. You know what they say about cheaters...

Essara isn't too quick herself, so boost your way through the canyon at a fast but careful pace. Smashing into a wall does you no good. When you see the final holographic wall, that'll be your cue to punch it.



Mission 1: Naboo Proving Grounds

Mission Objective 5

You've done well so far. Now it's time to set up again. Escort Essara herself. Board your A-1 Starfighter on the other side of the rising sun instead, and get ready to have your voucher.



Essara informs you that you have to take out her shields before she takes you up to pay the final bill. Not a problem. When you sight on her, as she explains that to you, it's down to her to fire a few shots at the mines before the match begins. When she uses "Taunt" and your targeting reticle turns red,



Keep your aim steady as Essara flies around you. If you've kept the distance from her, she should be an easy target. That's the purpose of you to the left of the screen. Once Essara is gone, below her, her shields will be drained. And that's it! You're pleased.



Mission Debriefing

Looks like you did well, rookie. There seems to be some problem with your personal mission, though. It's about Essara. She's been missing for a while now.



Bonus Goal 2

It takes some fancy flying and shooting to finish the mission in less than four minutes. Start out by boosting right past Essara through the first canyon. Though she says to follow her, you have to stay in front of her to make it under the time limit. It helps to know the twists and turns of the canyons. It is really possible to lean on the boost the whole time and still make it safely through these narrow and treacherous canyons.

At the first mine-riddled clearing, ignore the targeting system and start shooting the mines on the left. See out the mines from left to right, even if that means shooting mines off in the distance before shooting the one directly in front of you. This allows you, as you blast the last mine on the right, to continue boosting right through to the next canyon.



The quickest way to dispatch the mines in the canyons is to hold down your laser cannon button. Combine this with short bursts of boost and the mines practically blow themselves up as you speed through the canyon. Just remember to boost toward the mines as they appear around the corners.



Those dogfights with Essara and the holy starfighters can eat up a good chunk of your time...if you let them fly around you. The last thing you want is a wild aerial chase. Aim quickly and accurately to destroy them before they get past you.



Mission 2: The Royal Escort**Rhys Dallons**

N-1 Starfighter

**OBJECTIVES**

- 1. Protect the Royal Starship



Look at you now. Just a while ago, you were struggling with the holo starfighters. And now, you and Essara Till are escorting Queen Amidala to a meeting with the Trade Federation. All looks well as you approach the Trade Federation ship, but Essara's feeling a little uneasy about the whole thing. Her uneasiness is soon realized as you spot some unidentified crafts. To make matters worse, the Trade Federation ship just disappeared! Looks like it's up to you and Essara to protect the Royal Starship until it can make the jump to hyperspace. Don't blow it.

BONUS GOALS

- 1. Royal Starship takes no hull damage
- 2. Destroy all merc daggers in less than one minute
- 3. Rhys destroys all merc dianogas

Your first mission could be more full trying to snipe them all. Keep immediate threats in mind. You

Bonus Goal 2

100 merc daggers are going to be brought to destroy in less than a minute. You'd better get cracking! At the moment you gain control of your starfighter, tap your auto target button to lock on to your first dagger. Blast it to oblivion with a proton torpedo. Or, if you can do it quickly, use your laser cannon with the sniper view to save proton torpedoes.

**TIP**

Before firing your proton torpedo at a locked-on enemy, remember to wait for your targeting sight to turn red. If it's still yellow or blue, your target isn't locked yet and the torpedoes will miss.

Once that first dagger is destroyed, ignore the dianoga and merc dager that were in formation with it. Make daggers your priority to achieve this bonus goal. Tap your auto target button until you lock on to the next dagger. If you haven't boosted around too much, it should appear, along with two others in formation, to your left and under this bright star.



Technique makes all the difference when tackling enemies in formation. Give these three daggers a taste of deadly force. Ready your proton torpedoes and fire one as soon as your targeting sight turns red. Once the torpedo is launched, use the manual target function to lock on to one of the other two daggers in formation. Again, wait for the red go-ahead from your targeting sight before firing. Repeat this with the third one. Four down, six to go.

Use your auto-targeting system to find the next two waves of daggers and repeat with the proton torpedoes. With some good aiming skills and luck, this bonus gets in the bag.

TIP

Even though using proton torpedoes is the fastest way to catch the daggers in less than a minute, you'll need those torpedoes later on. You can't avoid using them altogether, but with accurate aim, you can down a few daggers with just your laser cannon. The fewer torpedoes you use now, the easier it'll be later on.

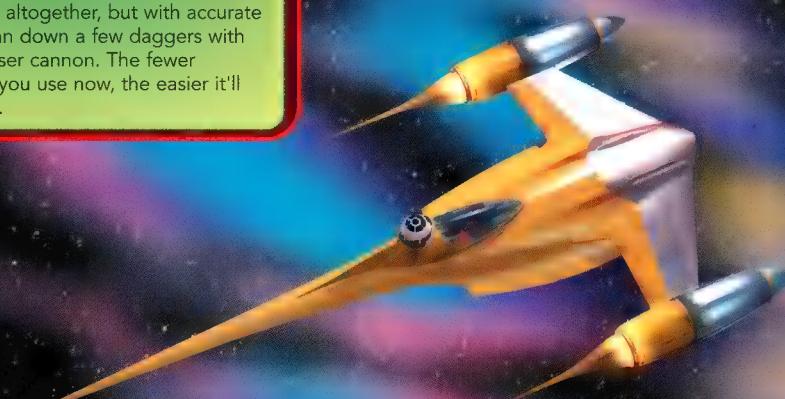
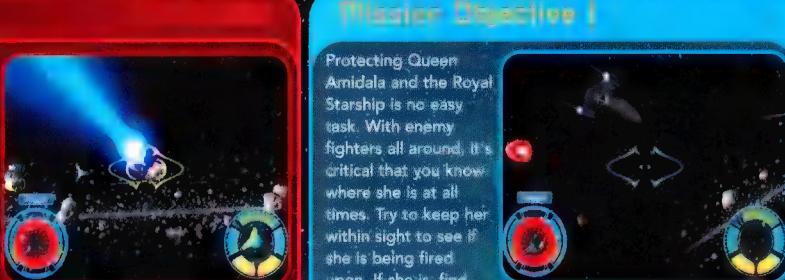


Mission Objective 1

Protecting Queen Amidala and the Royal Starship is no easy task. With enemy fighters all around, it's critical that you know where she is at all times. Try to keep her within sight to see if she is being fired upon. If she is, find where the shots are being fired from and engage the culprit.

TIP

With all the confusion, it may be hard to see the Royal Starship, especially once it enters the asteroid belt. Use the objective pointer with the manual targeting system to spot her.



Bonus Goal 1

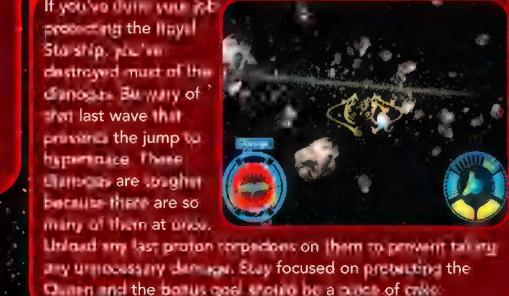
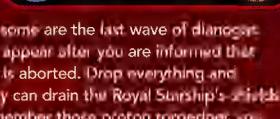
The Royal Starship has a shield that protects it from taking hull damage. To complete this bonus goal, you must protect the ship so well that the shield isn't penetrated. Your objective critical indicator is an invaluable tool for this. Each time the Royal Starship takes a hit, an alarm sounds and the indicator flashes red. This is your cue to find and deal with the attacker.

Dianogas are the deadliest of the enemies you face on this mission. Their tough shields allow them to deal serious damage before you can destroy them. The Royal Starship will take a lot of damage if you don't keep a lid on them. Especially troublesome are the last wave of dianogas. These are the ones that appear after you are informed that the jump to hyperspace is aborted. Drop everything and quickly target them; they can drain the Royal Starship's shields before you know it. Remember those proton torpedoes you were so stingy with earlier? Unleash them now.

Be quick and accurate throughout the mission. The faster you reduce your enemies to cosmic debris, the longer the Royal Starship's shields will last. You need them to last long enough for the Queen to make the jump to hyperspace. If you hear the words, "Shields are down," you've failed Bonus Goal 1.

**Bonus Goal 3**

If you've done your job protecting the Royal Starship, you've destroyed most of the dianogas. Beware of that last wave that prevents the jump to hyperspace. These dianogas are tougher because there are so many of them at once. Unload any last proton torpedoes on them to prevent taking any unnecessary damage. Stay focused on protecting the Queen and the bonus goal should be a piece of cake.



Mission Debriefing

Impressive! You've pulled your first mission. The Queen's Royal Escort has been successfully delivered to the Naboo. You did only what that last remaining Naboo pilot off your tail. Before Obi-Wan comes to take the Naboo back to the Naboo, you must get the Queen and Anakin out of the sky. To make matters worse, it's now dark, and the Naboo are closing in.

Just as you settle, you feel a Togruta named Bell staring into your cockpit. With your knowledge in all areas of repulsor, you now find it easy to follow. Obi-Wan Flight is your final form. You are an A-wing pilot. You are the best. You are the best.



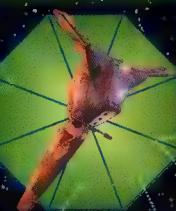
Obi-Wan Flight is your final form. You are an A-wing pilot. You are the best. You are the best.



Mission 3: Contract Infraction



Vana Sage

**Guardian Mantis**

All right, Vana Sage, the Trade Federation wants to hire you for a new assignment. This one should be a walk in the park. All the Trade Federation needs you to do is to blow up a few of their new-fangled scarabs while observer droids record the battle statistics. Sounds simple enough, but you're feeling a little uneasy about your pact with the Trade Federation. It's just another reason to get this over with, quickly.

OBJECTIVES

- 1. Destroy all scarab fighters
- 2. Destroy all hunter-seeker droids
- 3. Defeat merc fighters

12/10/2/1/0/2
Giga/10/3/9/3
Laser/11/1/9/3

BONUS GOALS

- 1. Tag all scarabs
- 2. Complete mission in less than four minutes
- 3. Destroy all merc fighters



Tag each scarab with one second. Once a scarab is tagged in your current target, fire your weapons without further aim. You never have to take out their shields, though. Once you

Mission gallery

...you're done, you can start moving around once a scarab is tagged and tag the tagged targets, destroying them down in enemy a breeze. Tagging your enemies leaves of scarabs, you can collect your paycheck.

Mission Objective 1

Position yourself in front of such waves of scarabs so that you can shoot them off before they reach you. The scarabs in this mission are fairly easy to destroy, requiring only a couple of shots to bring them to a fiery end.



CAUTION

Remember where you are in relation to the large Trade Federation ship. It can take a good chunk off your shields if you run into it.



Mission 3: Contract Infraction

COMING UP

The first three rounds of scarabs use heat lasers, so don't worry about taking damage if you get hit. However, the final onslaught of scarabs uses live fire. Take a little more precaution when encountering those pests.



Bonus Goal 1

NOTE

Your *Guardian Mantis* is equipped with ion-enabled sensor tags as its secondary weapon. These helpful tags drain an enemy's shield and allow your nano missiles to track targeted opponents.



Tagging all the scarabs you encounter makes completing Objective 1 easier. To tag a scarab, tap your secondary fire button when one crosses your sights. Once a scarab is tagged, fire at it once it destroys it. This saves valuable time, letting you complete your mission in record time.



TIP

A carefully placed shot with your ion-enabled sensor tags can tag more than one target at a time if your opponents are flying in close formation. Take advantage of this and get a jump on your enemy by tagging multiple enemies at once.



Mission Objective 2

Dude! You shouldn't have intercepted that transmission. Vana. Now the Trade Federation is terminating your contract by terminating you. You should have known better than to trust those Trade Federation slime balls. It's time we know them why they shouldn't cross Vana Sagal!

The Trade Federation is now sending an army of hunter-seeker droids after you. Tag enemies you should attack before they attack you.



Scan the army of hunter-seeker droids in your view to avoid being shot from behind. It's the **FAIR** to tag them if they're in front of you.





Mission Objective 3

Now the Trade Federation has sent some of their hired hands to finish you off. Tag these fighters as they approach you and start firing. The earlier you take care of them now, the less damage you take.



To complete this mission you only need to take out the daggers and morningstars. The dianoga will retreat once you have destroyed its busters. It should know better than to mess with the one and only Vana Sage.



Bonus Goal 3

Act quickly to complete this bonus goal. Show no mercy and don't let the dianoga retreat once you have taken care of the other merc fighters. If you hear, "form on my wing," it means all of the fighters will hyper out soon. Destroy all the fighters before they get away and the bonus goal is yours.

TIP

To ensure that you obtain Bonus Goal 3, target the dianoga as soon as it appears. It will be trailing behind the first dagger that appears on your targeting sight.



You can spot the dianoga by looking for the yellow dialogue tracker. Once you find it, tag it and shoot it before it has a chance to think about fleeing. With the dianoga gone, you can concentrate on the rest of the fighters. Quickly destroy the rest of them to earn this bonus goal.



Bonus Goal 2



Once something is tagged, manually target it and you can shoot it down with laser shots. Once a wave of fighters is tagged, simply start firing into spam until all your targets have disappeared.



Completing this bonus in less than four minutes is easy, thanks to your targeting ability. Tag everything to avoid wasting time on shooting down.



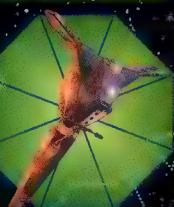
Mission Debriefing

Nice job, Viator. Now it's time to land yourself off and get out of the system. The mission is complete. You've got a job well done. You're a true hero.



Mission 4: Secrets on Eos**Vana Sage**

Guardian Mantis



So much for this planet being uninhabited, huh? It looks as though the Trade Federation is hiding a factory here on Eos, but a factory to make what? Don't stick around to find out. Before you can get out of here, you need to disable the giant shield trapping you on the surface. You must take out seven of the eight shield generators to disable it. You're sure to run into some security, so be careful, Vana, and watch your back.

OBJECTIVES

- 1. Destroy Shield Generator 1
- 2. Destroy Shield Generator 2
- 3. Destroy Shield Generator 3
- 4. Destroy Shield Generator 4
- 5. Destroy Shield Generator 5
- 6. Destroy Shield Generator 6
- 7. Destroy Shield Generator 7

67% 67%
Fuel: 20/20
Droids: 0/5**BONUS GOALS**

- 1. Destroy **Impressions** before droids are launched
- 2. Destroy all miner droids
- 3. Complete mission in less than eight minutes

In this mission, hunting after droids quarters will for some reason break you can break on a massive shield's massive shield's center. You can't damage any human-like droids.

Mission Briefing**Bonus Goal 1**

Immediately fly up to the center of this shield. Position yourself just underneath the shield's beams and lay on your brakes. Continue to hold down your brakes to prevent drifting into the shield.

CAUTION

Colliding with the massive shield damage your shields, pushing you back toward the surface. Use your brakes to remain stationary and to avoid crashing into the shield.



TIP

From here, shoot down as many turret droids as you can. This makes your stay on Eos a little more comfortable. To save time, use your ion-enabled sensor tags to disable the turret's shields.



searching the mountains, by pressing your manual button. Once a dispenser is in sight, fire at it until it explodes.

You must destroy six droid dispensers to obtain your goal. From this vantage point, you can destroy five. The final droid dispenser is hidden behind the floating factory. Stay high above the surface and move to the side of the factory to get a clear shot. Bonus Goal 1 is complete!



From your perch high above the fiery surface, pivot around, targeting the droid dispenser's hidden in the dark mountains below.

Mission Objectives 1-7

The shield generators are located around the perimeter of the mountain. They contain a pylon that emits a laser into the air, creating a protective canopy over the surface of the planet. A shield generator shows up on your target indicator as a pylon.



CRITICAL

Keep an eye out for any remaining turret droids on the back of the mountains when destroying the shield generators. If you haven't shot any turret droids at this point, return to the top of the shield and take them out.

It's time to disable the shield so that you can get the heck off this planet. Stay high off the ground as you make your way around to each shield generator to prevent any confrontations with hunter-killer droids.



The droid dispensers are hard to see. You can identify them in the shadows by their six blue dots, lined up in two rows of three. Rely on your manual targeting system to identify the dispensers before destroying them. Slowly spin,



Shoot the shield generators from a distance to avoid crossing the path of any of the remaining turret droids on the back of the mountain. Use the sniper view to increase accuracy.

speed up the destruction by using your ion-enabled sensor tag. This takes out the shield generator shields, leaving you free to blast before they blow. Circle around the sides until you take out the required seven shield generators.



TIP

Before destroying the last of the seven shield generators, ending the mission, head down to Eos's surface to obtain Bonus Goal 2. Once you have destroyed all the miner droids, blow up the final shield generator to complete the mission.

Bonus Goal 2

Miner droids are the small pill-shaped droids that scurry about on the planet floor. They don't show up on your targeting sight, so you cannot target them. These droids are harmless, but they're protected by hunter-seeker droids, making it dangerous to pursue them.



Look for eight miner droids traveling across the lava's surface in the center of the mountains. They don't run from you or change their course when fired upon, so shooting them should not be too difficult.



Fly down toward the lava floor and take aim at the tiny droids. Keep an eye out for any hunter-seeker droids that may be lurking around the area.



NOTE

The miner droids can be shot from high in the air with sniper view. The miner droids are harder to see from here, causing you to spend more time completing this bonus goal. However, it's a good idea if you are low on health and cannot afford to get hit by a hunter-seeker droid.

The miner droids run set routes around the large factory in the middle of the lava flow. At times they briefly go toward the mountains, then return to the lava. Click around the factory until all the little miners are destroyed.



Bonus Goal 3

The key to completing this mission in less than eight minutes is staying high above the ground, out of range of turret shields and hunter-speaker shields. From a high altitude you can shoot all of your



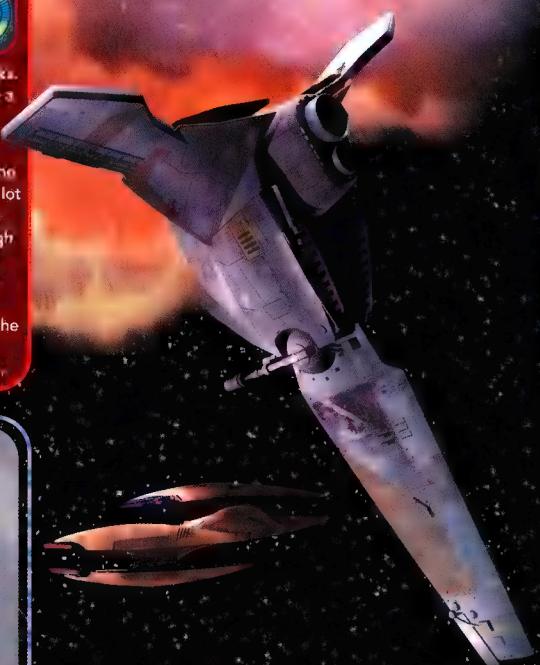
targets without wasting time defending yourself from attacks. Don't forget to use your ion enabled sensor tags to disable a target's shield to save time.



Fly down to the surface to destroy the minor droids—it's a lot faster than trying to shoot them from high above. You're stuck facing a few hunter-sweakers, but they perish quickly with the help of your ion-enabled sensor tags.

Mission Debriefing

Way to go, *Karen*! With the support of your family, you finally got rid of this burden. I hope you will think twice before you decide to have another child. Now you are safe.



Mission 5: Piracy above Lok



Nyrm



The Havoc



What's a pirate to do without a pirate ship? You've had a bone to pick with Vana Sago ever since she put you behind bars and took your bomber, the Havoc. But now that you're out, the tables are turned. Fortunately for her, she has some knowledge that could save her life. The Trade Federation has been pretty active. They have a factory that is mass-producing droids. What could they be up to? But first, you have to take care of Vana. Should you blast her? Nah. She might be useful later. Keep her locked up, though, so you'll know where to find her in case you need her.

OBJECTIVES

- 1. Disable one superfreighter
- 2. Destroy all scarab fighters
- 3. Destroy TF repair ships
- 4. Destroy all droid starfighters



MISSION SCORING

- 1. Destroy four TF fighters
- 2. Complete mission in less than seven minutes
- 3. Destroy missile frigate

It's time to get a few more kills. A superfreighter is on its way, so disable one of the superfighters and get rid of any scarabs in the area. You can

use your wingmen to help you out. It's a good idea. Fly in with your wingmen and disable the superfreighter. This gives targets for your priority, but take out other targets in the area. This will give you more kills.

Mission Objective 2

The first thing you'll notice is that there's a colony of enemies, including

superfighters and TF fighters, with scarab fighters escorting them. First, take out scarab fighters while you take your way to the superfreighter. If this



alive, this first wave of scarabs becomes a real nuisance.

TIP

Now you have a pirate crew to control. Assign them different targets. Use them to attack enemies if you're busy doing other things. Or assign them to attack heavily armed crafts to draw fire while you attack with minimal damage to yourself.

Fly on your bombers and out to the action. You're on a time limit. Target the nearest carbals for you and your wingmen and your friend Barriss to aim your cell in different directions. These targets from the scarabs can help you.



Mission Objective 1

With those fighters out of the way, you can concentrate on disabling craft of the superfreighters.

Choose one to attack and use eight or nine of your energy bombs along with your dual triple-laser cannons to disable the craft quickly. Don't worry, your energy bombs recharge.



Energy bombs recharge.



It might take some fire from enemy ships, but stay on your target, it's critical that you disable that ship. You should be able to disable a superfreighter before it's too much damage. Don't worry about those scarabs; they can wait until later.

TIP

Don't be afraid to fly up close to the superfreighters or TF freighters when you're on the attack. Being close helps ensure that your energy bombs find their targets. Just be careful of the superfreighters' lasers.

Bonus Goal 1

Take out four TF freighters flying close to the superfreighters next. If you don't destroy them early, they will escape when more enemies fly in to attack you.



Fly up close to those freighters. Four of your energy bombs used in conjunction with your laser cannons will do the job. Ignore any scarabs shooting at you. You'll deal with them soon enough.



Mission Objective 2

Now turn on the wingmen you've ignored for so long. If you haven't turned them on already, set your wingmen to attack those fighters. They might outnumber your team, but they won't be a problem for an experienced pilot like Avery is. Take out as many as you can. In case you still have other things to take care of.



Mission Objective 3

The Trade Federation really wants that superfreighter. Two TF repair ships show up to fix the damage. You're in big trouble if they get the freighter up and running.

Target those TF repair ships and blast each one with four or five energy bombs until they're nothing but scrap metal.



That repair ship is trying to repair the superfreighter. Teach the Trade Federation a lesson by targeting that ship fast, before the repairs begin, and blowing it to bits.

**Bonus Goal 3**

These TF repair ships didn't come alone. They bring a missile frigate for defense. Let's hope your energy bombs have charged. You're going to need most of them to destroy this frigate.



Target that missile frigate, but use your wingman to protect it to draw its fire and weaken its hull. After a few blasts from you, the frigate is destroyed. If it gets in firing range, brake to avoid the missiles it fires.

**Mission Objective 2**

You're close to commandeering that superfreighter now. Don't forget those scarabs still zooming about. Destroy any remaining scarab fighters that are running amok still. This is the last of them.

**Mission Objective 4**

Just when you thought you were done, the Trade Federation pulls a fast one on you. The disabled superfreighter is unloading its cargo. Uh oh. Those are droid starfighters.



The droid starfighters don't have very strong defenses. Rip them apart with a few laser shots. There are only a few left. Might as well have your wingmen help you out.



Mission 5: Piracy above Lok

Bonus Goal 2

It isn't too difficult to complete this mission in less than seven minutes. You already have flight experience and now you have wingmen to help you. Use them. Have them target enemy fighters and freighters around you. This way, you can destroy more enemies and save some time.



Re-charge with your energy bombs. Aim at your targets accurately. A few missed bombs are costly. You have to wait for them to recharge while the timer ticks away.



Use your boost. Not only can it get you away from trouble, but it also brings you to far-away targets. Boost from enemy to enemy to shave seconds off your time.

Mission Debriefing

Great job! You were able to disable that supercomputer and disrupt the Trade Federation's plans. But it was the wingmen that really made the difference. They were able to distract the enemy long enough for you to get away.



Mission 5



Mission 6: Valuable Goods

Nym



The Havoc

**OBJECTIVES**

- 1. Protect pirate freighter during loading
- 2. Escort pirate freighter



This mission can be difficult. Enemies will bring an army of tanks on the ground. Fly back and defend the pirate freighter.

Mission Briefing

The disabled Trade Federation superfreighter fell to the surface of Lok and crashed near the river. Your pirate crew is on the scene to unload the contents, but you have to supply air cover. The Trade Federation is determined to get back that superfreighter. Keep one eye on the sky and one on the ground. Lots of enemies will come at you. Tanks roll in on the ground while scabbers and bombers attack from the sky. Remember your objectives. You must protect the pirate freighter at all costs. You have to move fast and stay on the alert.

BONUS GOALS

- 1. Destroy dropships before tanks are launched
- 2. All pirate speeder bikes must survive
- 3. Destroy recovery freighter

Mission Objective 1

Immediately target the two AATs to your left around the mountain. Use your energy beams to destroy them quickly, but watch out for gunners. These wills can up through your shields quickly.

**Bonus Goal 3**

In the distance is the recovery freighter. Assign your wingmen to attack this craft. They can soften it up so when you come back later it will be easier to destroy. For now you have better things to do.



Mission 6: Valuable Goods

Bonus Goal 1

There are two dropships flying in. Target the one on the right. Use your boost to get to it quickly. Fly over the top of the dropship and unlock your energy bombs while firing your dual triple laser cannons.



TIP

Use your boost a lot in this mission. With so many enemies attacking at once, you have to defend and attack multiple places throughout the mission. Using your boost gets you to these places faster so you can complete your objectives and goals. Your boost can also get you out of trouble if you fall under attack.

Mission Objective 1

Head back to your planet. Upon getting there, head to the right of it as some AAT tanks are rolling in. Destroy them before they attack your speeder bikes on the ground. Use the energy bombs sparingly though, because you'll need them for some bigger targets.



TIP

This mission requires you to blow up a lot of tanks. They are small and hard to see, so use your sniper view to get a better look at your targets.

Bonus Goal 3

When the immediate threat of tanks has been eliminated, you can get back to the recovery freighter that your wingmen have been attacking. Get to the freighter before it gets away. Fire a few energy bombs at it to destroy it completely.



TIP

After the recovery freighter has been destroyed, your wingmen need something new to do. Those scarabs are really bothersome. Assign your wingmen to shoot them out of the sky.

Bonus Goal 1



Don't take your eyes off the sky. You still have another dropship in the area. Luckily for you, it flew over your pirate freighter and those speeder bikes got in a few good shots. All it needs is a few well placed energy bombs to blow it up.



Mission Objective 2

The freighter is all loaded up and ready to go. You're going to take the river route to get to the cave entrance. It's your job to make sure it costs them costly. Continue to fire at your enemies. They seem to be everywhere, you'll need.

**Bonus Goal 2**

After your freighter hits the water, your speeder bikes follow along the riverside. Unfortunately a lot of AATs are set up along that path to take them out. Destroy the tanks before your speeder bikes get there so they don't take any damage.

Mission Objective 2

Around this time a squad of bombers flies in to do some damage to your freighter. Take a break from destroying tanks and concentrate on destroying bombers. Protect yourself, though. You should still have a problem sending them crashing to the ground.

**Bonus Goal 2**

There are still more tanks around. Go back and destroy any that you see along the river route. Look closely, because those tanks blend into the background far away. Even one tank can destroy a speeder bike.

Bonus Goal 1

The third and last dropship will arrive at any moment. Charge up your energy bombs and be ready for the dropship to land. When it starts to descend, rush in to attack. Drop your bombs and fire your laser cannons. That dropship won't be releasing tanks anytime soon.



Mission 6: Valuable Goods

Bonus Goal 2



If there are still more tanks along the entrance, dismantle them quickly. They could attack your speeder bikes or even attack your freighter.

The last tanks are located near the cave entrance. They are just waiting for the chance to blow up your friends on the ground. Don't let them. Fire a few energy bombs and wipe them out.



Mission Objective 2

You're very close now. The pirate freighter is almost in the entrance to the cave, but keep up your defenses. There are still scummin' around that aren't satisfied — if you will. And you will. Your friends will help you — eat them quick...



Mission Debriefing

The pirate freighter made it to the cave intact. Congratulations! You're going to get that cargo you've worked so hard for. Let's see this the last you'll see of the Trade Federation. Only time will tell.



Mission 7: Eye of the Storm



ମୁଦ୍ରା



The Haynes

You've made it back to the planet Lok's surface with the stolen cargo. While slowing the cargo, your boys find some sort of transmitter among the haul. That could explain the mysterious disturbance in Sector 3. Scout 21-R5, on a routine patrol, runs into a fleet of Trade Federation goons. Drat! That transmitter led them right to you. Better get your motors running; this one's going to be a doozy.

OBJECTIVES

- 1. Protect evac transports during loading
- 2. Protect inferno turret
- 3. Escort evac transports



- 1. Destroy dropships before tanks are launched
- 2. All decoy freighters must survive
- 3. Escort Jenkins to his FREEFALL

**The Trade Federation
attacking or defend-
ing or yourself. The
and situation careful-
undesirable. If you a-
long stand for your**

bolding is nothing s hould do

High data density and air flow rates for low noise

Bonus Goal

Destroying the four dropships completes the first bonus goal and reduces the number of tanks crawling around. The first two dropships appear just above this opening in the crater that houses your base.



A screenshot from the game showing a multi-colored energy beam (red, blue, green, yellow) and a blue energy cell with a red core. The beam is directed towards the right side of the screen.

At the start of the mission immediately land out of the shaft and turn your attention up the to the left. Land your wingsuit to attack the dropship on the left, but don't attack it yourself. This weakens the dropship and

Mission 7: Eye of the Storm

While your wingmates are weakening that dropship, boost up over the ridge and toward the second dropship. Fire your laser cannons as you fly toward it to chip away at its shields. Don't stop until you're directly above it. Now, orient yourself so that you're looking down on the ship and drop energy bombs on it until it blows.



TIP

Immediately after you set your wingmates to attack the first dropship, notice the wave of scarabs flying underneath it. From this vantage point, before you head toward the second dropship, you have just enough time to destroy most or all of those scarabs. This is for

advanced pilots only, as it requires a high degree of accuracy. Keep your sights on them as they fly by and you can finish the wave off as your starship flips upside down. Return your attention to the dropships by the time you hear "Nym, stop those dropships," or you won't be able to destroy them in time for the bonus goal.



With the second dropship out of the way, boost over to the first one and orient yourself above it. Drop the rest of your energy bombs on it while barraging it with your cannons to blow it up. Energy bombs take time to recharge, so aim carefully.



Mission Objectives 1 - 2

Stay with the leader while the first two dropships are destroyed. The infinite timer and score multipliers, which you must protect, are here. With so much going on in this mission, accuracy and speed are everything. Target all the shields and weak them fast. You have a limited time to destroy as many as you can, because soon you'll have to turn your attention elsewhere. Order your wingmates to attack your targets to help speed things up.



TIP

When you've damaged an enemy enough to make it start spinning out of control and smoking from the back, consider it neutralized. Don't waste your time and ammo on it. Move on to the next target. Beware, however, that it may smoke without spinning out. Make sure it spins out.

Bonus Goal 3



Avoid the battle while the nearby scarabs you form that all of your are important to except Jenkins. Scratch that, Jenkins comes. As you look out of the crater's opening, you see two craters. Jenkins is coming around the side of the crater on the right. Tap the manual target button in this general area to find him.

Your mission is to get Jenkins back to base alive. After locating him, use the R1/R2/R3 sniper view to zoom in behind and above him. In the distance is a group of scarabs targeting him. Manually target the sky above him to find them. If you hope to save him, you must start firing as soon as you can see them in your sniper view.





E - D



Using your wingmates is critical here. As soon as you have a scarab targeted, assign your wingmates to attack it. At the same time, send as many laser shots as possible in its direction. When you and your wingmates have destroyed a scarab, manually target the next scarab for your wingmates immediately. You must join your wingmates in the attack to be successful. On the Hard difficulty level, there's very little room for error; speed and accuracy are key. Keep Jenkins alive until he reaches the opening in the crater and you can move on to another objective. You'll be awarded the medal soon enough.

Mission Objectives 1 - 2

Leave Jenkins at the crater opening; he'll be fine from there. It's time to take out some tanks. Check out the two C-9979s unfolding above AATs. How nice of them to unload them in such a tight formation. A few well-placed energy bombs in front of them should teach them a lesson.



Bomb as many tanks as you can before you hear about the bombers heading your way. Stay just outside the crater opening, just above the C-9979s, and let the bombers hit time fire as they slowly fly by. Assign your wingmates to attack them. Destroy as many as you can before they get too far into the crater.



Using your wingmates is critical here. As soon as you have a scarab targeted, assign your wingmates to attack it. At the same time, send as many laser shots as possible in its direction. When you and your wingmates have destroyed a scarab, manually target the next scarab for your wingmates immediately. You must join your wingmates in the attack to be successful. On the Hard difficulty level, there's very little room for error; speed and accuracy are key. Keep Jenkins alive until he reaches the opening in the crater and you can move on to another objective. You'll be awarded the medal soon enough.

Bonus Goal 1

Leave the bombers, turn away from the crater, and look up to see the last two dropships in the distance. Make a beeline toward the one closer to the ground and shoot it.



TIP

Do not target either dropship. You can destroy them without getting a lock on them. Instead, leave your targeting sights locked on the bombers back at base. With the bombers still locked in your sights behind you, send your wingmates to attack them. Why not let your wingmate's command display to know when they've destroyed one. When they do, immediately have them attack the next bomber.

You've got plenty of time to destroy the last dropship *above* you before it lands. Still, you need to get back to the base, so move it sharp.

CRUTIFORM

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These dropships like to spin around as they drop down. If you're above them dropping energy bombs, aim toward the center. If you aim at the edges, you'll miss as the dropships rotate.

Mission Objectives 1 - 2

Get back to the base and help your wingmates clear it of enemy crafts. If you were able to save Jenkins, you'll notice his bombing tanks just cut in the crater. Be quick and accurate. The cargo freighters are taking off soon, and it'd be nice if they had a clearer sky.

CRUTIFORM

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Don't forget about tanks that may be in the base. Keep an eye out for them and bomb them. They are the ones that can do the most damage to the base.

Mission 7: Eye of the Storm

Bonus Goal 2

The decoy freighters are meant to draw the Trade Federation's fire as the actual evac transports prepare to escape. Look to the crater's center to see the first decoy freighter lifting off.



TIP

The bombers are the most dangerous enemies when protecting the freighters. Target them first.

Keep near the decoy freighter as it lifts off. Set your wingmates to attack your targets. Remember to message them as you destroy your targets. There are three decoy freighters to protect for the bonus goal. Keep at it until the evac transports can take off.

Mission Objectives 1 - 2

It's been a tough fight, but if you've kept at it, you are rewarded with this exciting "Objective Complete" mission (appearing on the screen).



Mission Objective 3

You're almost done. Now that the decoy freighter has drawn the Trade Federation's fire, the evac transports can safely lift off. Send the evac transports as you do the decoys. If the decoy hasn't taken off yet, keep an eye on them in case they need help.



Revert. You didn't get the T-6 just to let the evac transports get destroyed. Scour the sky for enemies and attack them with your wingmates. Keep at it; the mission is yours before you know it.

Mission Debriefing

While you were able to save one of the evac transports, the other one wasn't so lucky. The Trade Federation will pay for this. As a pirate, you've always had your base prepared for such a raid. Enemy charges are coming in fast to complete the mission. The pirates are still here.



Mission 8: Taking the Offensive



Rhys Dallows



N-1 Starfighter



The Trade Federation has tightened up security since Vana was last on Eos. Protecting the planet is the standard arsenal of scarab and droid starfighters. In addition, they have a powerful new cannon that fires from the planet's surface. It's your job, with the help of Reti, to penetrate the Trade Federation's orbital defense network so that Vana and Nym can get to the droid factory.

OBJECTIVES

- 1. Destroy orbital satellites
- 2. Destroy escaping TF freighters



BONNIE GOALS

- 1. Destroy escaping superfreighter
- 2. Destroy all TF fighters
- 3. Complete mission in less than seven minutes

Mission Briefing

This is N, Rhys. Vana and Nym are on their way to the droid factory. You're the only one who can get them there. You must turn off the cannon. Escort heavy fighters to the orbital defense network and destroy the satellites while you're at it. Then, you must destroy the superfreighter that's escaping. The superfreighter is the last hope for the Trade Federation. Let Reti help you. He's the best fighter pilot in the galaxy. He'll help you out.

Mission Objective 1

As soon as you start this mission, fire and forget the Eris Satellite. Barr Rollin will attack it while you concentrate on the satellites.



CAUTION

The cannon on the planet surface attacks periodically throughout this mission. As soon as you notice the cannon fire coming toward you, alter your flight path to avoid it. If it hits your starship, you're in trouble.

Bonus Goal 2

With trusty Reti assigned to the first satellite, find the wave of scarabs headed your way. At this point they are still far off beyond the first satellite. Use your sniper view and sharpshooting skills to blow them up before they even reach you. If you destroy them fast enough, you'll have time to join Reti in fighting the satellites. If your attention is needed elsewhere,

**NOTE**

Trade Federation starfighters appear regularly throughout the mission. When they do, the general rule is to drop whatever you're doing and destroy them as quickly as possible.

**Mission Objective 2**

Before you can destroy the first satellite, you'll notice a couple of TIE fighters in the vicinity. Leave the satellite to Reti and get your laser arms at the ready.

**TIP**

Get a jump on this second wave of scarabs by using your sniper view. Zoom in above the first freighter and look beyond, toward the planet. From this distance, they look like tiny, sparkling specks. If you destroy them now, you can concentrate on the first freighter in peace.

CAUTION

As you move closer to the freighters, note the trail of mines they leave behind. Shoot if you near one, or simply avoid them altogether. They can ruin your day real fast, not to mention your shields.



Watch out for mines when you're zooming in on your prey. Don't let them strike your attack pods. Bring them for a moment and wipe them out. Be quick, though, if you don't want the mine to trigger. After the mine is destroyed, focus on the next one.

Mission Objective 3

Now comes the fun part: the incoming freighters. Reti was able to destroy the first one, but it's clear that you need your own weapons when an incoming freighter is about to make its attack. Command your own freighter. And do its job, and the mission is almost

over. Once the mission is over, encourage him to the next level. Go through the mission one all of three ways, for the last one, when you're in the last one, will into the mission. Now this last one is the last one, you're up against the alien enemy goals.

TIP

Whenever there is a lull in attacking starfighters, give Reti a hand in destroying the satellites.

Bonus Goal 2

While Reti is charging away at the second satellite, provide air cover for him. The *Scourge* on this mission have deadly aim, so be careful in your dogfights. Change your flight path often to confuse them.

**Bonus Goal 1**

Thought you got rid of all the escaping freighters, huh? Well, here's another one. At least this one doesn't drop mines for you to stumble upon.



Throw laser fire at the freighter in between shots at scarabs and droid starfighters. The droid starfighters are tougher to destroy than scarabs, so give them all you've got. With them out of the way you can eliminate this last freighter for a medal.

Bonus Goal 2

Reti should be on his third satellite right about now. Use this window to unleash all of your dogfighting skills on the remaining scarabs and droid starfighters.

If Reti destroys the third satellite before you destroy the last, it is critical that you don't assign him to attack the last satellite. Instead, assign him to defend you. This prevents him from prematurely ending the mission.



While you don't want to destroy the last satellite just yet, you do want to damage its shields. Taking out its shields brings on the last wave of freighters.



Now, it's time to hunt down those things. Enlist Reti's help to make sure he stays away from the satellites. You'll know when you've killed the last of them when you receive another medal.



Mission Objective 1



Once you've won, there's nothing left to do, unload your armament and whenever proton torpedoes you have left, fire on the last satellite until the mission is complete.

Bonus Goal 3

Seven minutes. That's all the time you have to achieve the final bonus goal. If you've kept on top of your game, seven minutes is plenty of time. Keep the following in mind to cut your time down.



The next wave of fighters comes when a satellite's shields are drained. Reti also warns you when one is on the move. If you can pick them off early enough, you can avoid a dogfight. Dogfights eat away at the clock.

You can't avoid dogfighting altogether. To make the seven-minute time limit, you need top dogfighting skills. Know how to maneuver efficiently and predict your enemy's movements.



While Reti can take out the satellites himself, you can speed things up by helping him. If you find that you've cleared the area of Trade Federation starfighters, fire on the same satellite Reti is shooting at.

Penetrating the shield on a satellite brings the next wave of fighters.

Keep the waves of fighters coming. You don't want to nearing seven minutes and have to wait for the last wave to come. Make sure the last satellite's shields are down early enough for you to finish off the mission.

Don't forget to use your new advanced proton torpedoes. They use up two regular proton torpedoes but can destroy many more targets. It is possible to reduce a wave of fighters to one or two fighters with one well-placed shot.



Mission Briefing

With the new Reti	With Reti	With Reti and the new Reti
100%	100%	100%
100%	100%	100%
100%	100%	100%
100%	100%	100%



Mission 9: The Crippling Blow



Nym



The Havoc



An assault on Naboo is going to be difficult without a droid army. Your job is to follow Vane to the planet Eos and destroy any threat of a droid invasion force. You can expect a lot of resistance, so be prepared to fight. This is how heroes are made, Nym. May the Force be with you.

OBJECTIVES

- 1. Destroy landing pad
- 2. Destroy manufacturing building
- 3. Destroy power station
- 4. Destroy main factory
- 5. Destroy command center



BONUS GOALS

- 1. Destroy command center in less than one minute
- 2. Destroy planetary gun
- 3. Complete mission in less than eight minutes

Eos is infested with sensors and TF factory turrets. If you want to complete this mission in one piece, you'll have to be very careful with your approach while you concentrate on your targets.

When you approach the command center, your first target will be the planetary gun. Your goal here is to destroy it as quickly as possible while you concentrate on the command center and the TF factory turrets.

Mission Objective 5

TIP

Use the sensor targeting system to find each building. Look for the large brackets.

Your first target is the floating command center just beyond the mountain ridge in front of you. The command center lies off if you don't attack quickly, so hurry. Blow up the TF turret on the mountain ridge in front of you as you make your way to the command center.

**TIP**

When shooting TF factory turrets, hold down your brakes as you approach. This gives you more time to shoot them before entering their firing range. If a turret begins to shoot at you, retreat and reapproach it to save wear and tear on your ship.

Two more TF factory turrets stand between you and the command center. Start with the one in front of you and then proceed to the one slightly to its right. Take care of both of these to avoid unnecessary damage while shooting down the command center. Don't forget to use your plasma scourge!

**TIP**

The Havoc is now equipped with the plasma scourge. Hold down the secondary weapon button until it's fully charged and release. The plasma scourge damages multiple targets at once.

continued ➤

Mission 9: The Crippling Blow

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TF factory turrets are very dangerous if you venture into their range. Although they cannot spin all the way around, the turrets are placed carefully throughout the mountainside so that one always has a bead on you. Shooting them from a distance is your greatest defense against their shield-piercing puffs.

TIP

Vana is more maneuverable than Nym and will draw turret fire if you send her to attack the next building on your list.

With your plasma weapon armed, take aim at the factory command center. Aim high to make your power-charged shot connect. Let's fly!



One more of these shots should do the trick. Circle back the way you came and charge up another plasma weapon. Line up for another shot on the command center. When you release the trigger, the command center is toast and Mission Objective 5 is complete.

Bonus Goal 1



Gain the first bonus goal by completing Objective 5 in less than a minute. Use your plasma scourge when shooting down the command center to speed things up.

Mission Objective 1



Time to give Vana a hand and destroy the factory's landing pad. Without a landing pad there won't be any scraws reinforcement to worry about, making Vana's job a little easier. The landing pad is to your left from the command center. Use the sensor targeting system to find it.

After you target the landing pad, turn IFR to destroy two TF factory turrets that may get in your way as you head toward the landing pad. Follow your target tracker until you have the landing pad in sight.



TIP

Whenever you come across a TF turret that might be near your path, shoot it down. It's worth the time to shoot any potential danger in advance to prevent taking any damage.



After you have the landing pad in sight, destroy the two TF factory turrets on the landing. If you are too close and get shot at, back up and shoot at them from further away.

While clearing the landing pad of TF factory turrets, charge your plasma scourge. When the landing pad is clear, fire away! Circle around and give the landing pad a second shot from your plasma scourge. That ought to do it.



Mission Objective 2

The manufacturing building is hidden on the side of a mountain behind the landing pad. Cycle through your targets until the manufacturing building is selected. Make your way to the building, destroying any TF factory turrets you encounter along the way.



Approach the manufacturing building from its side. This makes it easier to destroy the two TF factory turrets nested on its walls, leaving you deal with them one at a time. Once you have shot down the turrets, charge your plasma to strike.

With two mighty blows from your plasma, slay the two TF factory turrets building will be out of commission. Now...



NOTE

You may be hit by a scarab or two throughout this mission. Don't panic or chase after little punks. Leave that task for Vana. She does have your back, so give her time. If necessary, move out of the way to avoid gunfire and then return to your position to finish your goal.

TIP

Hide in the hills on the right or left sides of the level while your bombs recharge.

Bonus Goal 2

Scroll through your targets until you find the planetary gun. It's located near the manufacturing building, behind the factory power station. The planetary gun is aimed at the stars and has no interest in shooting you. Blasting

it isn't a problem after you take care of the two TF factory turrets that surround it.



Don't waste any time here. Hit the planetary gun with a couple of charged up plasma scourge shots and on your way. Can anything withstand your awesome firepower?

TIP

You must destroy the planetary gun before the last building to achieve the bonus goal.

Mission Objective 3

This factory power station is in the middle of the mountain range, taking up a lot of land. Approach it from behind to knock out the TF factory turrets in front of the building.



With the TF factory turrets out of your way, charge up a plasma scourge shot, lay two of these juiced shots on the power station and watch the fireworks.

Mission 9: The Crippling Blow

Mission Objective 4

The main factory sits on the jagged mountain of the power station. Cycle through your advanced turrets and help bring it down. First take out the TF factory turrets protecting it.



Use charged shots from your plasma weapon to turn the main factory into a tiny ball of debris. Remember to check your rear view for aerial support as you destroy this first building.



Bonus Goal 3

To get through this mission in record time, you need to know your flight path. The better you know where you need to go, the faster you can demolish the factories below you.



Shoot down the many TF factory turrets that litter the mountainsides as early as possible. This saves you from having to dodge gunfire or turn around and retrace your steps once they are destroyed. Use your binoculars to spot them from a distance.



TIP

Ace pilots can skip shooting turrets altogether. Stay high and out of range while you drop your scourges.



When shooting at the buildings, use your advanced secondary weapon, the plasma scourge. Its sheer power saves you time. Don't worry about using it up; it recharge.

Mission Debriefing

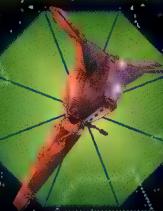
Mission 10: The New Resistance



Vana Sage



Guardian Mantis



What is this? The Trade Federation is setting up for a full offensive on Naboo. However, before these superfreighters can land, they need to refuel. This means that these munitions-filled ships are nothing but sitting ducks. Maybe Reti can highjack some of the munitions while you and your posse start destroying some of the armed freighters.

OBJECTIVES

- 1. Disable one armed freighter
- 2. Protect captured superfreighter
- 3. Destroy armed freighters



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- 1. Destroy all droid escape pods
- 2. Complete mission in less than eight minutes
- 3. Destroy all missile frigates

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Reti needs some cover in order to stay alive and once Reti is in position, send your weapons to scarabs and droid stormtroopers. Make time by not wasting on a lightsabre. Use to send Reti an entire group of droids to click the button!

... can take control of it. It leaves you the money you save you a lot of trouble. The Trade Federation is going to make things up to par, Vana. Now

Mission Objective 4

No time for introductions, get started right away. Use your sniper-vision to scope out the droid starfighter army coming in front of you, way off in the distance. Try to tag as many as possible before you hear "Alright, then boys, follow my lead!" For now, don't actually shoot at the tagged droid starfighters. Instead, focus your attention to the armed freighter on your far left:



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The Guardian Mantis is now equipped with the ion encumbrance system. Hold the secondary weapon button until it's fully charged and release. The ion encumbrance system completely disables a ship.

Target, tag, tag! Reti has this freighter. Because the freighter is trigger-happy, you don't need to have it in your sights to fire at it. Fly to your left, escaping the gunfire taking place between the scarabs and your wingmen. Continue to fire until this you have disabled the armed freighter's shields. Now Reti can do his job.



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An alternate strategy is to shoot the tagged droid starfighters before disabling the freighter.

CAUTION

The armed freighter on the left has a smaller freighter docked at its side. Be sure that you don't target this when you are trying to disable the armed freighter. The targeting ring is much larger for the armed freighter.

Mission Objective 3

Before jumping into the battle with the droid starfighters, send your team to attack the first armed freighter to the right of the one you just disabled. Now turn to destroy the remaining droid starfighters, heading toward R2 and his newly acquired freighter.

TIP

Your wingmates are your best offense against armed freighters. They are virtually indestructible and can take more fire than you can. Whenever possible, let them do the dirty work and lend support from a distance.

Use your ion-enabled sensor tags to destroy the droid starfighters fleet in a hurry. The way ion ships are wasted in open space, you should finish taking out the droid starfleet the same time your wingmates finish destroying the armed freighter. Once your ion-enabled — destroyed the armed freighter next to the one you disabled, these droid escape pods are scattered in space.

**Bonus Goal 1**

If all went well, you should be done with the droid starfighters by the time you hear Nym say, "Droid escape pods. Get 'em!" At this point, target, tag, and destroy the droid escape pods. Cycle through your targets if you have trouble finding the small egg-shaped pods. Remember, this is not a mercy mission... everything dies!

**CAUTION**

The droid escape pods disappear fast. Target the pods as soon as possible to avoid missing this goal. If needed, leave your fight with the droid starfighters to quickly destroy the pods. Return to finish off the remaining droid starfighters before they can do too much damage to the rest of your team.

Mission Objective 3

On your way to kill the droid escape pods, take a brief second to target another armed freighter. Have your wingmates start attacking it. Once you have blasted the shield escape pods, help out your mates by helping that freighter to sacrifice in the destruction process.

TIP

To avoid any unnecessary damage to your ship, stay at a safe distance on the outskirts of the freighter fleet. Use your ion-enabled sensor tags to shoot at them from this distance. Let the unnecessary damage go to your near-invincible wingmates.



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Another wave of droid starfighters joins the party while the second armed freighter is being shot down. Leave the freighter to the wingmates and concentrate on the droid starfighters invading. Scroll through your targets to find the direction they are coming from. The striped views help you tag them so they can be destroyed before becoming a threat.



When you finish disposing of the droid starfighters, target another armed freighter for your pals to destroy. Tag the freighter to help your friends with keeping a safe distance from any gunfire.



Who thought blowing up droid fighters could be so much fun? Target a fourth armed freighter for your wingmates to destroy once they have finished with the last one. More droid starfighters appear, but they are no match for you and your deadly combination of ion-powered sensor tags and sensor-guided homing missiles.

TIP

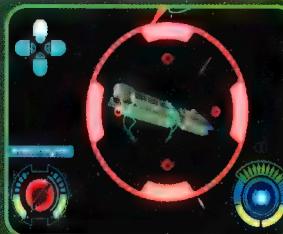
Listen to the characters' conversations to track their progress and to get a jump on incoming starfighters. The characters also give you a heads-up if you mistakenly shoot them or veer off from the game plan.

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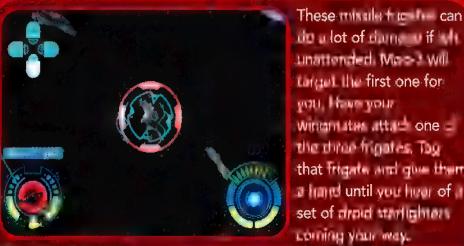
Again, have your wingmates target invading droid starfighters once they have finished with the last one and you have destroyed the small formation of droid fighters. Hym now warns you of three Trade Federation missile frigates approaching. Finish destroying your current freighter before refocusing your attention to the missile frigates.



NOTE

Reti's a great guy. He found a set of scarabs that he programmed into your control. Listen for him to give you the good word as you've found a few new members to your wingmates. This is a great help in your fight against the missile frigates. Thanks, Reti!

Bonus Goal 3



Get rid of the droid starfighters and prepare for a set of scarabs to arrive. When are these fighters going to learn not to mess with you, Vana? Use your unique view to target them from a distance and laugh as they blow up right in front of you.



continued



Turn back to the remaining missile frigates and call on some help from your friends to destroy them. Once the missile frigates have been blown to pieces, target one of the three armed freighters and send in your pods.

Mission Objective 3



While taking out the three remaining freighters, start looking for the army of droid starfighters coming your way. This is the final obstacle in half-Starkiller's path to pay a visit to your Rebel base.



Only three armed freighters remain. Make your way through them by assigning your wingmates to attack them one by one. Use the fight against them by tagging them and shooting from a safe distance.

continued

Here they come! Kall needs you to hold them off for 30 seconds while he finishes up. Take aim and fire on every droid fighter that crosses your path. They're everywhere, so expect to take a few hits along the way.

When the droids have your wingmates protect you as you take them on, they're in Kall's direction.



Mission Objective 2

Up to this point, destroying the captured superfighter has been effortless. However, that is about to change in the blink of an eye. The Trade Federation has sent a whopping number of droid starfighters at you. Get ready for the fight of your life!



While the final assault on the armed freighters is taking place, use your sensor targeting system to find the direction the droid starfighters are coming from.

Immediately after you have one targeted, use your sniper view to target all fighters in that direction. This gives you a head start on taking down this overwhelming army.

TIP

If you already know the direction that the droid starfighters are coming from, you can begin to tag them before you can actually target them. The more you can tag ahead of time, the faster you can destroy them once they reach you.

continued

Mission Objective 3

With last finally off of the captured superfighter, try to have your wingmates attack Dooku's trade on the third starfighter so that you don't get killed this far into the mission. Once your wingmates put the final touches on the last of the freighters, you can relax. Way to go, Vana! This was a tough one.

Bonus Goal 2

Completing this mission in less than eight minutes can be tough. Rely on your wingmates to do the heavy work of destroying the armed freighters while you stay clear of them to avoid their mighty firepower.

Use your ion-enabled sensor tags to tag everything. Tagging a target means all shots fired connect with that target. This also helps in destroying the armed freighters because you don't need to aim at them to shoot them. This is useful in retreating from heavy fire.

Tag all droid-starfighters and scarabs as many as possible. You then merely have to lay on your laser cannons while moving from leg to leg. You avoid dogfights like the



Mission 11: Midnight Munitions Run



Rhys Dallow



N-1 Starfighter

Where are those resistance pilots you're supposed to rendezvous with? If you don't find them soon, you could be in real trouble. Reti's ship is loaded with munitions and can't fly very well. It's up to you to escort him safely through the canyons. Unfortunately, the area is crawling with enemy vehicles that want to shoot you down. No one said fighting the Trade Federation was going to be easy.

OBJECTIVES

- 1. Escort Reti to resistance base
- 2. Rescue N-H resistance escorts
- 3. Defend resistance base



- 1. Destroy all ATMs
- 2. Destroy all dropships
- 3. Complete mission in less than seven minutes

It's time to prove what a good pilot you really are. If that doesn't encourage you to buy the opposition you see, That's just plain crazy.

It starts and shows, if you're in the valley, the you move and you can hit. You need to get into position to take out any enemies in the valley ahead. If I might want you to stay close, but as long as the path behind you is free of enemies, he should be fine.



you're at it, that any odds that you can see from your stationary position. Most STARS are looking in. <http://tinyurl.com/2kzqjw4>

Bonus Goal 2

When no more enemies are firing at you from the clearing, aim your sights on the dropship above you. Fire advanced proton torpedoes along with your laser cannons to break it into little pieces. Apply your brakes while firing to hold your position.



Your brakes are important on this mission. Use them to slow down your craft so you don't fly into laser fire. Apply the brakes and fire long-distance to avoid damage to yourself. Your brakes are also useful when maneuvering through narrow canyons. Tanks have a hard time hitting you when you slide. When you get to a canyon wall with a tank behind it use your power slide before engaging the enemy. Stay clear of the walls and fire away.

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The ceiling in this mission is really low. It's only a problem when you target the dropships. Stay low and lean on the brakes to prevent hitting the ceiling. If you hit the ceiling, you'll get turned around and lose precious time.

Mission Objective 1

Reti's more tanks but real the antitank to the next canyon. Come in with your super weapon and have fun. But Reti won't be so bold. If you've been to Imperial of him.



The next canyon has plenty of enemies. Destroy those tanks and STAPs before Reti gets there. If you take too many shots, other Reti will move in. So be quick and have enough time. Use your maximum targeting button to highlight their location, and use your plasma weapon. You shouldn't fly past them. Try not to follow any enemies or their allies for too many minutes.

TIP

When AATs and STAPs attack together, always blast the tanks first. They have more firepower and can do more damage.

TIP

Use the canyon walls for cover. If you see a targeted enemy coming up around a bend, use your brakes and slow down. Use your power slide around the corner with your lasers blazing to make short work of it.



At the end of the canyon are a few more tanks. Supply your plasma and the super weapon and have fun with your new weapon.

Bonus Goal 2

At the end of the canyon is another clearing full of Trade Federation bad guys. Again, target the dropship and fire two proton torpedoes along with your lasers. This dropship is moving, so be careful with your shots. You don't want to waste any torpedoes.

Mission Objective 2

Surprise, surprise. Another Trade tank is looking at you. Get to work and use your skills to take away the last AAT in the distance. Tap both shields at you from your left. You need ignore them, but on the right, make every kill count to level up this tank.

TIP

When you play this mission on Hard, it's difficult to destroy all the tanks and still finish in less than seven minutes. Unfortunately, on Hard, even one tank can kill Reti if it has enough time to shoot him. Make sure that any tanks you skip don't have a sustained clear shot at Reti, and that you skip very few.

Keep your shields at the end of the clearing. Ignite the MTF and get the two tanks behind them before they send you your very grueling. When they're gone, head to your left and have the last canyon in any shape of Reti.



Bonus Goal 1

This next canyon contains five turret mines. For every turret mine you find, there's an AMT lurking somewhere nearby. Check on the ground below the first mine to shoot the first AMT.

For the next turret mine, check around the bottom right corner to find the corresponding AMT. This one is more difficult to hit because of its awkward position. Use your brakes to ease around the corner and shoot away.



Dispose of the third turret mine before you shoot the AMT on the ground near the bottom right corner. Fly around another corner to come back to face with another turret mine. Knock it to the ground and then aim directly beneath you. An AMT is trying to hide from you.



Here is the last turret mine you have to deal with. When it's out of the picture, stay low on your trip through the rest of the canyon. Right around the corner is another AMT. Use your brakes and lasers and you won't have a problem.



Waiting for you at the next clearing are more AMTs, but they're not very difficult to destroy. Shoot the one in the entrance and then aim your sights to the far west to the right where there are two AMTs to destroy. After those two AMTs

are gone, zoom to the wall toward your left. The last two AMTs are just begging to be shot to pieces. Destroy them to earn your first medal.

Mission Objective 2

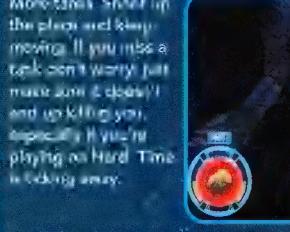
Look like you found the R-1 mismatched wings. Hold them out and then don't move wings, otherwise you'll have to prove it.

Mission Objective 3

When all the scarabs have been defeated, head down the last canyon. This one is very narrow and scarabs attack tons, so be very careful. Keep ahead of R-1 and drive the way for him.



Your first target is an R-1. If the AAT is Red, you won't have a problem. When he comes, though, ignore the R-1. You have to. Otherwise it doesn't know it's survived near and at you.



More tanks. Shoot up the places and keep moving. If you miss a tank, don't worry, just make sure it doesn't end up killing you, especially if you're playing on Hard. Time is ticking away.



Destroy as many as you can without getting yourself killed and keep moving. If you stop, those tanks will see you up, just keep shooting at the groups of tanks as you move through the canyon, and don't look back.

TIP

Keep your craft high in the canyon. It's a little more difficult for those AATs to hit you. When you're ready to fight, just aim down and do some damage.

Keep moving. You're almost out of the canyon. Just a little bit further. Come on, pull the triggers.

Mission Objective 3

At the end of the canyon is resistance base. The place is overrun with Trade Federation goons. Hit those tanks at the end of the canyon. You can see more tanks behind them. Fly over the building that's blocking your fire and destroy them. The final group of AA's is toward your left.



Are those battle droids? The Trade Federation isn't pulling any punches on this mission. Destroy the squads of droids that enter the base before they shoot up the place. Aim for the droids that are closest to Reti first.



Bonus Goal 2

Look to the sky and you'll see the lots of the dropships. Fire a few proton torpedoes at the hull to blow it up.



Mission Objective 3

Now destroy those scabs buzzing around the sky. Target the nearest one and start shooting. Better get them quickly because time is ticking away. When the last of them is destroyed, go after the two MTIs to clear out the base.



Bonus Goal 3

This Naboo canyon should be familiar stomping grounds for you. You trained with Eesa here, remember? The conditions are a little different now, but you should have a good idea of what the terrain is like. You'll need this knowledge, because you only have seven minutes to complete this mission.

You don't have to destroy all the AA's on this mission. All you need to do is make sure Reti is safe. Don't waste your time destroying tanks in an area where Reti is out of firing range. This is especially important in the last canyon. If you destroyed most of the tanks along the way, go ahead and pass some of the tanks. Just remember that they can kill you if you don't kill them. You need to get to the resistance base to clear out the enemies.

Mission Objective 3

- 1. Fly over the building that's blocking your fire and destroy them.
- 2. Aim for the droids that are closest to Reti first.
- 3. Fire a few proton torpedoes at the hull to blow it up.
- 4. Target the nearest buzzers and start shooting.
- 5. Go after the two MTIs to clear out the base.



Mission 12: Rescue on the Solleu



Rhys Daltows



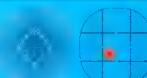
N-1 Starfighter



Are you ready for the prison-break, Rhys? Don't feel too bad about it. You know the good guys are the ones locked up. The Trade Federation has imprisoned some of the Naboo people. Move in with Reti and members of Bravo Flight to save them. This won't be a walk in the park. Not only is it a prison camp, it's a prison camp controlled by the Trade Federation. You can expect high resistance. Get in and get the job done quickly.

OBJECTIVES

- 1. Protect rescue boats
- 2. Destroy turret droids on prison camp islands
- 3. Provide escape route for rescue boats
- 4. Protect resistance freighter



BONUS GOALS

- 1. Destroy all turret droids
- 2. Destroy dropship before tanks are launched
- 3. Destroy all droid starfighters

Get ready for a heavy fight. The Trade Federation has set up a prison camp on the Solleu. You'll need to protect the rescue boats and the resistance freighter.

Mission Objective 1

The prison camp is controlled by Trade Federation tacticians. You have to move quickly and blow up your enemies if you want to protect your rescue boats.



The turret droids are the most dangerous. But don't discount the TF patrol boats or the SWMPs—the sheer number can mean your end. Be wary that once your path leads you into the turrets.

Mission Objective 2 and Bonus Goal 1

The first item of business is to get rid of those turret droids. They are going to be very, very angry. Enemy units have everything targeted at those wrecks in the distance and will attack them at all costs.



TIP

Assign your wingmates to attack the turret droids. They can destroy a few of those turrets and also draw fire away from you.

CRUTIO

0000

Those turret droids sure don't like getting fired on. Once you start shooting at one, get ready for some retaliation. The turret heads swivel in your direction and bombard your craft with laser fire. Boost away at an angle and back toward it again to dodge the fire. By avoiding a straight-on path toward the turret, you make it difficult for it to track you.

Decide to fly straight the prison camp and take out the turrets, your target starts fire first as you change its mind by shooting your way past.



As long as you destroy the first four droids in the prison camp, start your mission. You can reduce the prisoners.

Bonus Goal

If more turrets remain around the edge of the water, destroy them now. You can't have them shooting at you or your rescue boats. Leave no turret droid standing. This includes the first four droids on the other side of the shield, because they can shoot the rescue boats as they wait for the pylon to come down.

Mission Objective 1

With the first shield out of commission, it's up to your wingmates to destroy one of the prison turrets. Head the way to the prison camp. You may need to destroy one to distract the shield. You should knock out one and your own craft when the rescue boats have loaded the prisoners.

**Mission Objective 1**

While your wingmates are knocking out the pylon, defend your rescue boats. A swarm of STALKER droids down the river to the left of the shield. Hit them before they drown, funny jumping to your boats.

TIP

Your rescue boats are sitting ducks in the water. You and your wingmates are their only protection. Fortunately you can tell when they need help. Sometimes they let you know that they're under fire and need help; other times, your objective critical indicator at bottom-right will flash. In either case you know that one of your boats is in trouble, and you better hightail it over there.

Those enemies won't let you rest. You will probably have to track them down to the prison camp to get rid of them. It's a good idea to wait for the turrets to go down, especially the ones that are attacking your rescue boats.

**TIP**

After your wingmates have destroyed the pylon, reassign them to defend your rescue boats or to attack the turrets along the river route. Just make sure you use them.

Now comes the fun of STALKER. These little buggers will try to get you to shoot them. Take them out when you see the red targeting reticle.



Bonus Goal 1

The rescue boats have the prisoners and let you know that they're heading down river. Hurry to the river before they get there. The turrets positioned near the front of the waterway could do some damage if you don't blow them up quickly.



Check the mountainside as well. The turrets up there are less than deadly and can be easily overlooked. The sniper view works great for hitting them from afar.

A lot of turret droids are nested along this river route. If you don't blow them up, they'll blow you up. Set a slow pace over the river and use your sniper view to damage them from far away so you don't take any damage.



You've reached the end of the river, but don't take your eyes off the mountains just yet. There are a few more turrets to take care of. Target them and then hit them with your lasers.

Bonus Goal 2

A dropship is trying to land some tanks on an island at the end of the river. Fly in quickly and fire three advanced proton torpedoes at it. Add some laser cannon fire until it breaks into little pieces.

**TIP**

To save proton torpedoes, assign your wingmates to attack the dropship as soon as possible. Finish it off with your lasers.

Bonus Goal 3

A few droid starfighters have flown in for the attack at the end of the river. Put them in your sights and shoot them out of the sky.



Another wave of starfighters can be seen in the distance. Use your sniper view to zoom in and put some laser blasts in their butts. They won't last very long.

TIP

When you shoot at incoming waves of droid starfighters, aim a little in front of your enemies. Those starfighters are moving pretty fast, and they'll fly right into your lasers.



A third group of droid starfighters flies in to join the fray. Zoom in and send them crashing to a watery grave. When all the droid starfighters are gone, you are a tiny model.

Mission 13: Last Stand on Naboo



Naboo



The Havoc



The Trade Federation is pulling no punches on its last assault on Naboo. They've sent a considerable force to take this Naboo outpost. The outpost has decent defenses, but they need your help to ward off the attack. It's up to you and Vima to provide them with air support. If you let the resistance turrets fall, the peaceful world of Naboo is doomed. Naboo needs a hero right now. Is that you?

OBJECTIVES

- 1. Protect resistance turrets

BONUSES

- 1. All resistance turrets must survive
- 2. Destroy all Scarab fighters
- 3. Complete mission in less than 12 minutes



You've got your hands full with this mission. The Trade Federation is attacking with all types of forces. Protect the turrets on the perimeter of the base at all costs. You'll need to make short work of the Scarab fighters that are already on plateau. Also, the Scarab fighters will be flying in to keep you off their backs. Scarabs and bombers will do you in if you let them get close to the turrets.

Mission

Mission Objective 1

and maintain perimeter defense. Trade Federation forces are using the cover of the plateau. At least 20% of the turrets must survive the attack.



The Trade Federation HAFs are circling the base perimeter. You must destroy most of them, and many are heavily armored. These only come in to destroy them with a very large firework-like charge.

continued ▶



Mission 13: Last Stand on Naboo

As you land the Naboo Interceptor, begin to charge the plasma scourge. Your charge meter will begin to fill as you fly. You can't fly with it full. Only fly with it half. As soon as you drop the plasma, start to charge the plasma again.



CAUTION

Charging the plasma scourge takes time and ammo. It uses five energy bombs to charge. Make sure it is fully charged before you let it go. More importantly, make sure it hits you can't afford the wasted time.



Once down, fly to the left right to spot the first AATs. Set Vana to destroy the AT-ATs flying behind it and carefully move closer to the HAG. The closer you are, the more accurate you will be. Drop the plasma scourge the moment it is charged.

Bonus Goal 2



As you turn your attention to that second HAG, a wave of scabbers can be seen in the distance. Shoot them down quickly or they'll push you with their fire.



Throughout the rest of the mission, listen for Vana to report any new waves of scabbers. Her warnings give you ample time to finish what you're doing and still spot the wave before they break formation. When they are in those tight formations, destroying them is a bit of a challenge.

CAUTION

Don't rely exclusively on Vana to warn you of oncoming aerial attacks. Always be aware of the skies around you. If she misses any waves of scabbers or bombers, it's your job to catch them early enough to safely sink them off.



Bonus Goal 1

After jinking the second HAG, your plasma scourge is drained. Make your way over to the wave of AATs hidden behind one of the small hills. These are the most immediate threat to your precious turrets.



By the time you reach them, a few energy bombs should have recharged. A few well-placed ones can wipe them all out. Or, if you prefer the safer but more time-consuming route, shoot them from a distance.

Mission Objective 1

With our first wave of AATs gone, head to the perimeter of the advance. Two HAGs are within range of the turrets. This is bad.

Because the plasma scourge takes so long to charge, destroy the AATs surrounding the HAGs. If you go for the HAGs right away, you become a sitting duck for the AATs. Use your energy bombs to distract any AATs around with HAGs.



With the AAT gone, you can safely drop a couple plasma scourges on them.

**TIP**

If you don't have enough energy bombs to drop a plasma scourge, don't twiddle your thumbs while you wait. Attack the nearest scarab or sight some far off tank for your laser cannon. There's always something to attack in this mission.

Bonus Goal 2

With the incoming perimeter cleared of tanks, show a little love to the scarabs flying about. Have Vanu help.

**Bonus Goal 1**

By now, bombers have joined the fight. As with the tanks, they try to attack in close formations until they reach the output. The difference is that their bombs are deadly to the turrets.

Fortunately, they are much slower than scarabs. Destroy them early, before they can drop any bombs.

**CAUTION**

Bombers pose a serious threat to the resistance turrets. It doesn't take many bombs to destroy a turret. One blown-up turret is all it takes to ruin your chances at this medal.

Mission Objective 1

From here on out, it's a complex assault. Keep your eye on the shield perimeter for any tanks trying to rush it up to you. Don't forget to finish off the HAGs as they get closer and your thermal armor becomes recharged.



Mission 13: Last Stand on Naboo



It's possible to score damage by impacting a number of turrets if they are in close proximity. Keep a close eye on them to time their attacks, and just wait on the attack to do their fire.



Bonus Goal 2

You can catch most of the laser scours before they break formation. Destroy them before they can switch the suns or turn their sights toward you. Bonus Goal 2 practically takes care of itself.



What's this? A dropship? There are two of these baddy-carrying ships and they bring nothing but trouble. From the C-0999, they land on the opposite side of the shield. Destroy them before they unload too many AMMs or battle droids.

If you could capture the C-0999, it's the source of a lot of your problems. AT-ATs and STAPs pour out from it like the tide from a long. When they do, pay attention.



Bonus Goal 1

It seems like a tall order to keep all the turrets alive, doesn't it? Not as long as you stay focused on the mission. It is a constant battle throughout the mission to watch both the ground and the sky. Watch, but if you make every shot count, the resistance turrets will be safe.

Mission Objective 1

Take this action, with the quiet mind in every way. Withdraw from your, the only, objective is a matter of time. But why settle for just the feeling of 10 turrets is surely within your ability.



Bonus Goal 3

To complete this last bonus goal, your performance must be top notch. Here are the things you must do quickly, accurately, and precisely:

Catch the aerial forces early. Rid yourself of these starfighters before they become nuisances. Spot them early enough, and they only take a few seconds of your time. If you wait until they reach the outpost, you've lost precious time.

Time and aim your plasma scourge. A missed shot on a HAC can mean the difference between a gold and silver medal.

Destroy the dropships that land in the middle of the mission. Dropships can't drop anything if they've reduced to scrap metal.

Make Vana work her magic. That's what she's here for. Use her to draw fire from the AT-ATs so he defend a turret in trouble while you go after its assailant. Use her to weed off scrubby-oid bombers. You can't do this alone.



Mission Details

Atmospheric conditions are the worst. You have less time than Rhys can take to make the controls bring in the droid army.

Mission 14: The Final Assault



Rhys Dallows

D-1 Starfighter



It's time to put a stop to the dastardly deeds of the Trade Federation. But what can you do to stop the droid army on the surface of Naboo? Destroy the transmitter controlling the droids, and you have a chance. Team up with Bravo Flight for this mission. Take your starfighters in close and destroy that transmitter. This isn't going to be easy, but Naboo is counting on you.

OBJECTIVES

1. Destroy all receiver stations
2. Destroy all droid starfighters
3. Destroy ~~more~~ leader
4. Destroy shield reactor
5. Escape DCS

BONUS GOALS

1. Destroy receiver stations in less than two minutes
2. Destroy all interior ceiling turrets
3. Destroy all lander assembly cranes

MISSION BRIEFING
This is it the final battle. It's only you and your D-1 that DCS and take out their receiver stations. You need to knock out that DCS to stop the droids from attacking Naboo.

Mission Objective 1

That huge DCS is the ultimate in the distance is your destination. Put on your boost and get those mighty D-1 starfighters in everywhere. Just forget them for now. You have more important things to do.



Set your objectives that first receiver station and fire away with your lasers. You only have two minutes to destroy all 4 stations, so keep your boost on as much as possible. These more receiver stations are to the right. They continue around left side of the DCS. Shoot them as you move along the rim.



continues

TIP

If you pick up a few droid starfighters on your tail, ignore them. You don't have time to get into a fight.



As you head the fastest path to that energy source, you see a cluster of yellow TIE fighter systems on the right and several more to the left. Due to space and low fuel, most of those are disabled.

When you land the ship and you get to the other side, four more TIE fighter systems are along the way, as well. Fly them to destroy all the mercenary systems along the way. Use your R2 unit in the cockpit at the center of the DCS.

Hit the ring directly in front of you. When that's gone, you can get to the other side of the DCS and go. Fly between those two rings on the top to reach the last mercenary station on the other side.



Mission Objective 2

Now you can get those droid starfighters to drop your minigun to shoot them down. They're not afraid to blow up, so if you don't like your tailing.



A quick and easy way to destroy those droid starfighters is to fly underneath the DCS. Those starfighters try to follow you but end up crashing into the DCS.

TIP

Mission Objective 3



When you find a group of them, you get a quick shot at a mercenary leader. Fly that leader straight toward him. Use your R2 unit.

Use the TIE fighter you can fly. Keep the mercenary leader from hitting you. Don't fly around or you take a lot of damage.

TIP

That mercenary leader has some powerful weapons. If you see those missiles coming at you, use your brakes and power slide out of the way. When the missiles explode, you'll take less damage stopping in front of the explosion rather than flying through it. Ride your brakes when fighting the mercenary leader.

Hit the mercenary leader straight on and you might hold on. Fighting your way down has a good chance to get destroyed and when you do, use your R2 unit getting them. You don't want to be destroyed by those missiles.



Head to the bottom of one of these monstrosities. Use your brakes to slow down enough to stop. Use your R2 unit to fly underneath the lead of your leader for the mercenary leader, as you do this, either otherwise you're going to crash, so when you do this, use your R2 unit.

Bonus Goal 2

When your shields recharge enough, get back into action. Target those interior ceiling turrets. Use the landspeeder's wings to block that laser fire while you aim for the two of the turrets.

**Bonus Goal 3**

With those two turrets out of the way, it's time to shoot the landspeeder assembly crane above the landspeeder. Fly to the top of the room, target the crane, and fire away. When that's completed, make your way into the next room.

Bonus Goal 2

Fly down close to the floor and move in slowly. A few droid starfighters and AT-As will be around shooting at you. Hit them with your lasers before you go after the ceiling turrets.



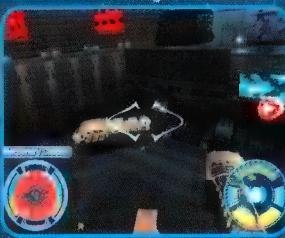
Within all the starfighters have been cleared from the room, you can get those interior ceiling turrets. Target the turrets and stay low. Use the landspeeder's wings for cover if you need to. Destroy these last two and a medal is yours.

Bonus Goal 3

With most of the hostile opposition in place, fly to the top of the room and target the last landspeeder assembly crane. Fly to top of the room and target the crane. Knock it out of commission, and another medal is yours.

Mission Objective 3

You're not out of the woods yet. You still have to defeat the mercenary leader. Put him on your sensors and head for the shaft near the ceiling. The shaft steers you to the right. Shoot any containers for a clearer path. Kill the droid starfighter at the end.



There he is. Be careful around that missile fire. If it continues to hit you, your shields go in no time. Duck under that dropship to your left. You need some cover while you plan your attack.

TIP

Destroy any droid starfighters first. They have powerful lasers that can quickly deplete your shields and damage your hull. Use your sensor targeting system (hold down the manual target button) to find them around you because they are small and can easily be overlooked.

continues

continued



Flying off can wait, because that's not the only thing you'll need to worry about if you're flying around.

Keep an eye out for him. When he's taken enough hits, the invincibility timer makes a handy tool to catch a ride at the edge of the map. The shield can last even longer. Follow him to the hangar bay, then he'll drop.



Now it's time to find a general who's in the zone and the general and pilot are present as the missionary leader. Once you're here, make sure to hold fire until the other AATs are on the ground and you're sure.

All you need to do is wait for the general to come out of the hangar bay. Once he's in the open, it's time to fire up the pilot's jet pack.

When you're ready to attack, wait until your health is full, move right up away from the comfort of the doorway. Hold down your brakes and let your boost at the invincibility timer. Follow him with your lightsabers around the room, but don't be

Mission Objective 4

Hold for the shield and then the ceiling. You start to drop, you merely need to hold however. Watch the destruction around you as you know you already won't be able to fly through them in full shield.



In the next room to the right will be your right. That's the reactor you need to destroy. At the hour, there are all the tools to deactivate the shield.

Mission Objective 5

How can said that you don't have much time. You like next to your left is the way out. This is the hangar and by the end to travel.



Mission Debriefing



Bonus Mission 1: Fighter Training

 Rhys Dallows



□-1 Starfighter

OBJECTIVES

● 1. Destroy five waves of holo starfighters

How to Unlock

This bonus mission is available to you from the start of the game.

Under the instruction of Essara Til, Rhys Dallows flies deep space combat training drills against several waves of holo starfighters.

- 1. Complete mission in less than five minutes
- 2. Complete mission in less than four minutes
- 3. Complete mission in less than three minutes

This sounds easy enough, but you have to be sure to do it right. If you do successive training missions that pit you in conjunction with your team against as many incoming enemies as possible, you will quickly learn what works and what doesn't.

The first night of each
midnight, a spirit in
want of you, shudders
over the region.
Sunder Day and
Agham! Can't get too
comfortable yet. This is
only the first winter.



They were angry. They got a pied piper to lead the children away. They are only the right ones who could destroy them before they get to them to eat them raw.



The waves of holo starfighter come from different directions. The first wave appears in front of you. The second wave appears to your left. The third wave appears to your right. The fourth, to your right middle. The fifth to your left middle.

10

CAUTION

Keep an eye on the asteroids floating through space. They cause great damage if you smack into them. These giant rocks can be blown up by gunfire, but it's time-consuming. Avoid these asteroids at all costs.

My son, I am much
more optimistic. I think
they are
headed in the right
direction, but
they have a
long way to go.



14

To maximize the time you have before the holo starfighters fly past you, hold down your brakes. This grants you more time to shoot at the fighters as they fly in a straight line toward you. This also keeps you out of their firing range longer.



NOTE

To get the gold medal, destroy the first three waves of holo starfighters in a minute or less. If you are running longer, make up some major time with the fourth and fifth waves.

comes a sound of piping.
There from somewhere is
a gentle piping.
There are high notes
in the heart's voice,
they sing, "I am a
new creature. When
you touch me off a
little, when they are too
near, when I am in the
presence of the Beloved,
especially you, George H.
White, my dear White, you



3



4

protein transcriber, who is necessarily. Keep in mind that your protein traps are limited, and that molecular weight figures are on the way.

8

When dogfighting, use your power slide by boosting, then slamming on your brakes as you turn. This allows you to make sharp turns to help quickly track and destroy targets as they fly around you.



5

You just 10 free
minutes to put your
life back on the
right. Once the process
starts, it will not all of
your life to turn
things around. Believe
me, as many lifetimes
as possible before they
can be used.



5

You can't truly understand writing ability in Chinese. The view of Chinese writing is that it is a language, but it is not a language. Use any Chinese writing, whether it is a book or a move, as the way of expressing yourself as a human. It is not an ordinary language.

Bonus Goals 1,2, and 3

Practice, practice, practice to pass this fighter training and make the bonus times. This mission is not for beginners, so don't feel bad if you don't pass it right away. The key to saving precious time throughout this mission is to destroy most, if not all, your targets while they are still in formation. Dogfighting is time-consuming. Perfect your long range firing skills to reduce the number of fighters you face at close-quarters. Use your proton torpedoes for an easy take-down as you scuttle with the waves of hole starfighters.

Bonus Mission 2: Ground Attack Training



Nym



The Havoc



How to Unlock

This bonus mission is available to you from the start of the game.

Sharpen your skills by maneuvering, bombing, and blasting your way through waves of holographic ground units.

OBJECTIVES

- 1. Destroy 10 waves of holo units



BONUS GOALS

- 1. Complete mission in less than six minutes
- 2. Complete mission in less than five minutes
- 3. Complete mission in less than four minutes

Mission Briefing

Get ready for a barrage of holo tanks setting for the Havoc. The regular units are relatively high in the sky, so you'll need to jettison and unleash maximum energy to chase down units. With any luck, you'll

Mission Objective 1

A trio of STAPs and an AAT comprising the first wave of holo units. Fly on the STAPs as you make your approach, then jettison and unleash maximum energy to chase down units. With any luck, you'll



TIP

The holo units head toward you as they attack. Fire your energy bombs slightly in front of them to compensate for this movement. Firing behind an enemy wastes time and ammunition.

Fire a few energy bombs at the holoprojector as the next wave comes. You'll see a flurry of the STAPs and AATs that are released. Switch to your dual triple-laser cannons if you just low on energy bombs.



Bonus Mission 2: Ground Attack Training

NOTE

The waves of holo units run together from here on out. Keep an eye on the number in the screen's upper right corner to track your progress.

Position yourself high above the ground. The next three waves of holo units (from a high-vantage point) will drop energy bombs down at the target myth of 5 TAFs and AAJs without taking much fire. When you have fought these waves to completion, the holoprojector will automatically drop.



After the demise of its predecessors,



Wave 6 is upon you. Flying a small group of holo starfighters, blasting down these fighters is easy with the help of your automatic rotating turretcam. Another波段 of holo starfighters is deployed shortly.

CAUTION

The holo starfighters fly low to lure you into the gunfire from ground units. Keep your bearings and stay high to avoid their little trap.

Keep an eye on the ground as waves eight, nine, and ten combine ground forces into an aerial attack. Take out the holo starfighters before diverting your attention to the ground. This allows the ground holo units to clump together. Now by a spread of energy bombs drop on them, destroying the entire group.



TIP

Make the holo starfighters your main priority so they don't shoot you down into ground unit range. Once the holo starfighters have been destroyed, take care of the grounded holo units with a bombardment of energy bombs.

Shoot down the holo fighters at the beginning of each of the first waves. Once they are taken care of, demolish the ground holo units below. Try to keep as many as you can's following the holo starfighters into the ground fire.



After shooting down the holo starfighters in the first wave, search the ground for any remaining holo units. After the ground is clear, relax and enjoy the scenery.

Bonus Goals 1, 2, and 3

Staying high above the holo units is the key to passing this mission with a bonus goal. This puts you out of range of enemy gunfire and lets you use your energy bombs to take out groups of holo units rather than taking them out one by one. At the end of each wave, drop a few energy bombs on the holoprojector to destroy the holo units as they appear. Once you have mastered this mission, try it on a harder difficulty setting. Then we'll see who's a Jedi and who's a Jawa!



Bonus Mission 3: Charm's Way



Essara Till

As the tense political situation on Naboo escalates, Essara Till responds to an emergency request for assistance by Reeve Dailows, Ryee's father and captain of the Naboo freighter vessel, Charm's Way.



N-1 Starfighter

How to Unlock

- The Royal Escort
- Contract Infraction
- Piracy above Lola
- Taking the Offensive
- The New Resistance
- The Final Assault

OBJECTIVES

- Escort freighters

BONUS GOALS

- 1. Two freighters survive
- 2. Four freighters survive
- 3. Six freighters survive



You need to protect three freighters from an incoming attack. If an enemy ship is left with a shield intact, it will be won. If any enemy ship is destroyed, it will be lost. You must make sure that all three freighters survive to get the gold medal.

Allison's Objective

When you start this mission, you will be flying alongside your crew. Turn the navigation thrusters off after any necessary adjustments.



Attack your opponents to defend the Naboo while you receive the incoming wave of freighters. After this wave, the Naboo is the first target.



TIP

You start this mission with nine freighters to protect, but only six have to survive to get the gold medal. If three freighters get destroyed, don't feel too bad. You'll carry their memory with you...always.

TIP

Don't fly directly into oncoming starfighters. On the Hard difficulty setting, their laser fire is very accurate and can rip your ship apart.

A wave of freighters is headed your way from that white moon. Shoot them down as a piece of you. Fly one last mission to defend them.



the *Leviathan* and
a major theme in the
philosophy of the
seventeenth century is
the relationship
between the
subsequent
theoretical stage. An
example would be
the philosophy of the



It's going to be a tough fight with the next wave of enlightenment. Those who are served by the popular religion are more than willing to do battle with their teachers. The new advanced spiritual leaders who

you first see those settings. Then, all you have to do is save them.

CRUTION

Protect those freighters! They can't take repeat attacks from all those starfighters.

A missile is gone and
another comes on the
scene—but they are not
here to help you.
Don't fill the waste with
more waste—until it
blows up. Get those
explosives out.



You only want something that has some of those properties that is for the smash, using the laser glass for power. The good properties to have is fast and easy unloading laser has an easy to use diffraction grating to get the beam.

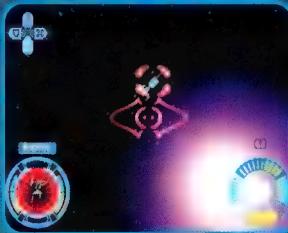
bullets may contain toxic
paints, in addition to lead.

contigued

四

If you lose the first freighter, reassign your wingmates to protect the next freighter. You need all the help you can get.

Was the child
abusing his/her
parents? If so,
have your attorney or the
two authorities in the
area. They can file the
hearsay statement in the
court of law more
easily than before
they can do during
your testimony.



With the right tools, all the way you can get back to your true form, no matter how many enemies that Hitler may scatter before the road. When you have **30 minutes**, walk from the raw gear you've bought to an army of soldiers.

Want to see what
bigtime drivers, like
you, are doing
these days? Check
out what they're
driving, what
they're wearing
and what they're
drinking. It's our
inside look at
what's hot and
what's not.



Bonus Goals 1, 2, and 3

Your freighters are heading for safety. The number in the top right corner counts how many freighters get away. If you destroyed most of your enemies when they first started attacking your fleet, at least six freighters should still be alive. If a few starfighters got by you, then at least four are alive. If you let them pound your forces for a while, you'll be lucky to have two freighters left. If six freighters did survive, you get the gold medal. Congratulations!

Bonus Mission 4: Canyon Sprint



Rhys Dallows



N-1 Starfighter



Rhys Dallows sets out to prove he's the fastest pilot in the galaxy in an all-out race against Nym, Vana, Reti, and Essara.

How to Unlock

- Naboo Proving Grounds
- The Royal Escort
- Taking the Offensive
- Midnight Munitions Run
- Rescue on the Selarru
- The Final Assault

OBJECTIVES

- 1. Finish race before Reti
- 2. All racing opponents must survive

BONUS GOALS

- 1. Finish race before Nym
- 2. Finish race before Vana
- 3. Win the race against Essara

It's time to show everyone who's problem winning the race and who's problem flying the N-1.

Mission Objective 1

MISSION 1
Everybody wins the race ahead of you. Turn on my boost if you want to be a player in the competition.



Mission Objective 2

As amazing as it is to turn a lowкарбид, in the heat of your competition, hold off if you kill one of the other guys, you'll still be the crew.



TIP

You should be an expert at flying through the canyons by now. These walls aren't very narrow, so using your boost won't be very hard. Learn the twists and turns of the canyon so you know where to ease up on the boost. Hitting the sides of the canyon really slows you down. However, not easing up gets you the best time!

Bonus Mission 9: Canyon Sprint

Mission Challenge 1

Just zoom through the first clearing, then you'll be zoomed as you fly in, use any in-the-air turn tricks, then zoom to the right canyon wall, and you'll have a medal.



TIP

The canyons connecting the clearings don't contain any enemies that try to hurt you. All you have to worry about is beating the competition. Put on your boost and hurry through the canyons. Just don't crash into the sides.



At the next clearing, zoom in, drop the bombs all around, then head for the right side of the wall and zoom through. This is a great place to learn your boost and make them pull off some crazy competitors.

The last clearing is full of enemies. Stay high in the sky until you're zoomed. Then zoom low, wait to burn you if you keep your boost on. Don't worry about shooting them either.



At the end of the last canyon is a helicenter wall, blocking the end of the race. Keep your boost on and zoom along the canyon walls, and you'll get a gold medal!



continued

Hitting the race barrier first shouldn't be a problem. It's slow, very slow, and a little zoomed in, so you can just zoom in front of it for the rest of the race.



Bonus Goal 1

It's not very difficult to defeat Nym in the race. He's faster than Reti, but not as fast as the other racers. You can take your time through the canyons, bump up against the canyon walls, or even shoot at some of the obstacles in the valleys and still have a good chance of beating Nym.



Bonus Goal 2



Vana is a great pilot. You can't make too many mistakes, but you do have time to control yourself through the canyons. If you don't crash you should be able to beat her.

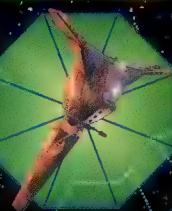
Bonus Goal 3

Think you can beat one of the best pilots around? You have to be near perfect to beat Essara. Keep your boost on and avoid hitting the walls of the canyon. With a little luck and a little skill, that gold medal is yours.



Bonus Mission 5: Outpost Attack**Vana Sage**

Guardian Mantis

**OBJECTIVES**

- 1. At least one building must survive five minutes

How to Unlock

Get Appropriate Medals in All Missions

Defend a mining outpost from a swarm of droids. Destroy falling mines to prevent droids from spawning. Lose points for lost buildings. Gain points for destroying droids and mines.

**BONUS GOALS**

1. Score 1,000 points
2. Score 3,000 points
3. Score 5,000 points



Countless numbers of droid starfighters are approaching the mining outpost. Easy as it seems, the sheer volume of droids will make it difficult to defend the outpost. Take a safe position controlling your own droid most effectively. You will need to defend the mining outpost from the droids.

Mission Briefing**Mission Objective 1**

Away we go! Look to your left to see the swarm of droid starfighters approaching. Shoot as many as possible as you race toward the dropships in the distance. Don't waste too much time trying to shoot droids at this point, though—you need to get near the dropships.

**NOTE**

Score 50 points for destroying a droid starfighter and 75 for destroying a mine. Lose a building and forfeit 100 points.

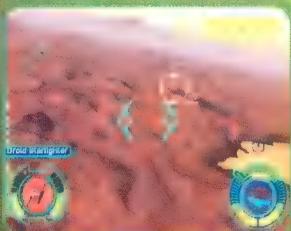
Find the tower2 to the right of the green dropships. Throw the tower with your life. If it misses, if it falls, you lose.

continued ▶



Bonus Mission 5: Outpost Attack

Most droid starfighters head to the outpost, leaving you only a steady handful of droids to defend against.



all. Your main priority is keeping your tower clear of enemy fire.

TIP

Tag all droid starfighters and mines as you shoot them, ensuring a direct hit. The faster you can take out a target, the faster you can move on to the next one.

Destroy all the droid starfighters in the area as they approach your tower. Between finishing objectives, let your tower turn toward the bulk of the outpost to shoot any droid that you can get a bead on.



TIP

During the five minutes, destroy as many droid starfighters as you can. Not only does this give you points, but it saves you later when all the droids come after the last remaining building: yours.

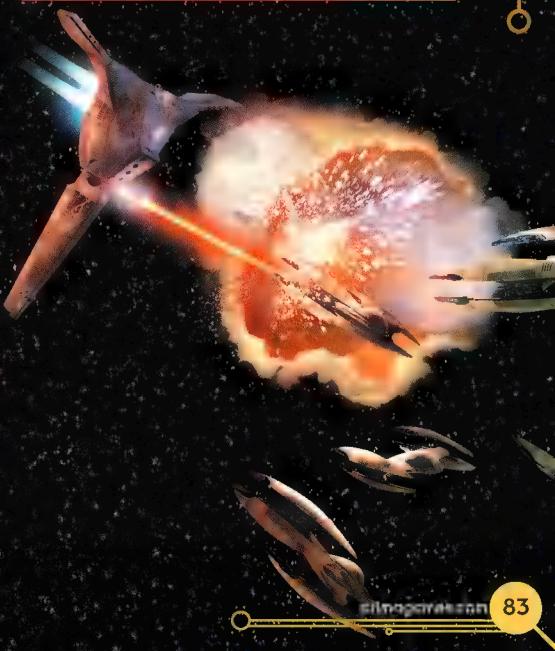
continued

All lone winds clear, so does your outpost. The other starfighters leave the buildings, one by one, until the only one left yours. The only enemy that makes its way to you. Remain calm and stand your guard. Remember this is your

tower. Protect it! Put yourself on the back if you can stop the full assault on your tower as time runs out.

Bonus Goals 1, 2, and 3

Completing this mission is hard enough when concentrating on protecting a single building. However, to take home a medal, you must score an outlandish number of points. You must shoot down a lot of droids to make up for the loss of points each time a building is destroyed. Perfect your skills elsewhere before attempting to clear house at the outpost. If you think you're ready, remember to tag everything and use your sniper view to target distant droids. Only a seasoned veteran can do well in this mission. Do you have what it takes?



Bonus Mission 6: Space Sweep

Pyrm



The Havoc

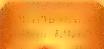
OBJECTIVES

- 1. Survive mission for three minutes

How to Unlock

- Get Appropriate Medal in All Missions

Destroy as much of the space debris floating above Lok as possible. Large debris is worth the most. Destroy mines and saucers for even more points.

**BONUS GOALS**

- 1. Score 10,000 points
- 2. Score 15,000 points
- 3. Score 20,000 points

There sure is a lot of clutter out here. You'll be spending most of your time shooting away the debris in the area. You can score points for shooting space debris floating in the area. You can also score points for shooting mines and saucers.

Mission Objective 1

You start off mission surrounded by space debris. You must shoot debris in front of you and down into the hole that is in play.



Look at all that stuff! Make sure none of it hits you. Those rocks and mines can pound away your shields and kill you. You'll need to get out of harm's way.



Bonus Mission 6: Space Sweep

Bonus Goals 1, 2, and 3

1375

Find a good place to shoot the debris. Aim your sights at the bright yellow star. Lots of goodies come from this direction.

Look at all those mines flying at you. It's time to score a **gold** medal of points. Get those mines in your sight and fire away with your dual triple-laser cannons.

1:27

3425

There aren't too many saucers during this mission. They're worth the most points, so go after one if you see it. Try to move fast, so use your boost to keep up.

2:07

200

Those saucers have a really strong hull. Fly in close and use your energy bombs and laser cannons to dispose of them. Be careful with your shots. Saucers split and are easy to miss.

TIP

Everything in space is worth points: Small debris is worth 50, large debris is 100, mines are 500, and saucers are 5,000. Don't waste your time on debris, regardless of size, unless it's in your way. Aim for the mines and saucers to rack up the big points.

TIP

Debris and the mines make different sounds when they get destroyed. Destroyed debris makes a higher-pitched noise. Recognize the different noises so you can identify what you hit and what you need to go after.

5250

Get this debris out of your way. It's blocking your view of the real **gold** medal in these mines. Fire your energy bombs to quickly get rid of the debris.

TIP

Your sniper view works great on this mission. Zoom in on the mines when they're still far away. You'll be able to hit more mines and you won't risk them hitting you.

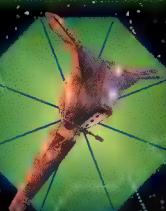
Bonus Starship: The Guardian Mantis



Vana Sage



Guardian Mantis



How to Unlock

- Contract Infraction
- Secrets on Eos
- The New Resistance

Replay any mission flying the Guardian Mantis.

Mission Summary

Ever wish you could have all the armaments of the Guardian Mantis. Take this ship to the next level with sensor guided nano missiles and the ability to lock onto multiple targets at once. Use the new sensor tags to track down the Queen's assault team.

Promising the Queen in Mission 2, Thy Royal Lookin', would have been much easier if you could have tagged all the Queen's assault team. Now is your chance. Go back and show those fighters how lucky they were that Vana Sage wasn't on the job.



The TF turns in Mission 2: Thy Royal Lookin' is easily destroyed with the long-distance firing ability of tracking sensor guided nano missiles. Is that Vana as your wingmate? Two Guardian Mantises are better than one.

Flying the Guardian Mantis is a blast thanks to the incoming ion-unlocked sensor tags, which disable enemy's shields. Tag all your targets and watch as they blow up—you don't even have to aim! Suddenly every shot fired is a direct hit. Use this to breeze through groups of attack craft.

Although the Guardian Mantis can take down anything, the sensor guided nano missiles are not as powerful. For missions where you need heavy firepower, try using the Hornet or better yet...the Interceptor.



Not even Queen can survive the ion-unlocked sensor tags, watch how fast her shields go down in Mission 3: Naboo Proving Grounds.

Bonus Starship: The Havoc



Ny'um



The Havoc



How to Unlock

- Piracy above Loa
- Valuable Goods
- Eye of the Storm
- The Crippling Blow
- Last Stand on Naboo

Replay any mission flying the Havoc.

C

Wynn's Havoc is a sleek, nimble starship that can fly through the galaxy to any mission you want to complete.

It has a large cockpit and a spacious interior.

Mission Briefing

Wynn's Havoc is a sleek, nimble starship that can fly through the galaxy to any mission you want to complete.

Remember, there could be multiple objectives in Mission 4: Crippling the Bell! With how fast they move up there, it's a must to use plasma weapons. You can complete this mission in the time limit.



This ship is a great ship to use in any mission where ground forces are chasing you. The ground assault forces a defense system, the ship's awesome firepower. Try your luck in Mission 11: Muupon: Muupon's Ruins so that you can easily see a bonus on the track. Flying up to the Bell is sure to make it by easily with Ny'um paving the way.

The Havoc is excellent for destroying big, heavy targets. However, it isn't the most graceful craft when shooting down hordes of smallies and other flying enemies. Leave that for the Guardian Monks' invulnerable sensor tags and the M-1 Starfighter's proton torpedoes.



IT fighters are no match for a plasma assault in Mission 8: Telling the Offenders. Use your plasma weapons to take out the vehicles in the area. When you have the mission completed, nothing can stand in your way.



Remember that you can use bonus ships in bonus missions, as well. Try flying the Havoc in a split in Bonus Mission 5: Dantooine Assault. Fly away from your building, then follow the course of flying enemies to fire beams of your famous plasma weapons.



Bonus Starship: N-1 Starfighter



Rhys Dallows



N-1 Starfighter



Replay any mission flying the N-1 Starfighter.

How to Unlock

- Naboo Proving Grounds
- The Royal Escort
- Taking the Offensive
- Midnight Munitions Run
- Rescue on the Solleu
- The Final Assault



Choosing to fly the N-1 Starfighter will earn you a secondary weapon or an advanced secondary weapon. You can also earn a pilot upgrade for the N-1.

Mission 3

Remember flying through Mission 1: Naboo Proving Grounds? You'd have remembered to set your secondary weapon. Now you can do it, and you can take care of your enemies a lot faster. That hand could be much more useful for you when you're in a bind.

It's not as if Rhys can also be fast because of his advanced secondary weapon. That's advanced pilot equipment to take out multiple enemies at once. This weapon can get you through levels with groups of enemies in a jiffy.

There are a couple of challenges to flying as Rhys, however. His secondary weapon is fun to use, but it doesn't recharge. You only have 10 seconds until you're out of weapons. You have to be really cautious about your enemies and use those weapons.

More difficult is getting in, and you're already out of enemies to shoot at! The N-1 Starfighter can't land.

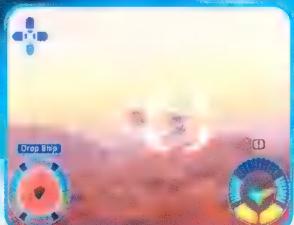


Where are these un-activated weapons? Set an waypoint fire a few proton torpedoes to make yourself tail-burner.



Body armor is designed for a certain job. Certain secondary weapons are needed to perform specific missions. For example,

Mission 3: Naboo Proving Grounds demands advanced secondary weapons to knock down a few enemies. In a mission where the focus is to knock down lots of enemies, the best weapon to do that is the proton torpedoes.



Bonus Starship: The Infiltrator

Darth Maul



Infiltrator

How to Unlock

Complete All Missions

Replay any mission flying Darth Maul's Infiltrator.

Mission Briefing

The Infiltrator is an awesome flying machine. Its superfast and there is nothing it can't do. If you start taking damage, boost your way out of trouble. You can also use its super boost function to fight off Trade Federation ships that are trying to getaway. Be one step ahead of them.

They like to drop the Trade Federation.

Flight your Infiltrator to the distance and put on the boost. This quicker. You get to blow, the quicker you can kill them.



Armed Frigate



The Infiltrator is super fast and it goes about 1000 km/h. This cluster of starfighters won't be around much longer after being annihilated with your Infiltrator.

Your Infiltrator is some of the best around. You easily zoom around a sector like a champ because your lasers are super powerful. They can kill ships in just a few seconds.

The Infiltrator has super powerful lasers, but it doesn't have Bonus and Survival abilities, just like a champ.



For an added bonus, fire your secondary weapon. Two powerful missiles, laser beam from the Infiltrator and home from your target, the missile explodes on impact, destroying any nearby enemies. Watch out enemy, fire your missiles, and that enemy is history. Don't worry about running out of ammo because there is lots of recharge.

However, it or not, the Infiltrator does have some drawbacks. You cannot fly in open space. Sometimes it's better to just zoom up to your enemies and zone them down with laser fire.

Also, your Infiltrator can be a tiny bit powerful at times. On some missions, such as Mission 10: Crashing Site, you'll need to move quickly, but have to destroy it. Don't get too trigger happy or you'll fail the mission.



You were only supposed to disable that freighter, not destroy it. From you've failed the mission.

Two-Player Missions

Here's your chance to prove to your friends that you're the best starfighter in town in a few easy steps. First, grab a controller and start talking trash, because only one player will walk away the winner of this mission. You can play either of two modes: Canyon Race or Capture the Flag. Canyon Race is a point-based, two-player, race-and-combat competition through the training canyon of Naboo. Capture the Flag is a fast, furious competition that takes place in the mine-filled skies over Naboo. Finally, call your friend a "Wookie" as you sit back and get ready for some fierce head-to-head competition.

How to Unlock

Get Appropriate Medal in All Missions



N-1 Starfighter

Canyon Race Rules

- 1. One point each time your opponent is destroyed
- 2. One point for reaching each arena first
- 3. One point for flying through each blue loop
- 4. Three points for winning the race
- 5. Five points for winning the dogfight at the end

History

The Canyon Race is an attempt to recreate the most famous dogfights in history. Watch over the mines, because the

Anytime you're out there, so watch your time as you know the scoring line. If you find yourself behind, fire a proton torpedo up your opponent's ship. Keep in mind that



NOTE

If you are destroyed during the race, you experience a short pause, then continue from the point where you were hit. This pause is just enough time for your opponent to take the lead. Ahhh, time for revenge.

Two-Player Missions

Points are awarded to each player to win each wave. The first person to reach 1000 points wins the mission. Be sure to take the challenge that's left in these objectives. The game ends when the challenge points are met or if you are in the lead, the mission becomes dangerous when your opponent is within 1000 points.



TIP

Use the surroundings to your advantage. If you see your opponent firing a proton torpedo, take cover behind the junk strewn about.



1 Go through the first loop to get an extra point as you score the canyon walls and go through the walls until you score the next challenge. This challenge has a platform of small chunks awaiting your arrival. Watch!



3 You another big loop in the way but this is not enough. Take the next loop that goes where you'll encounter a big boulder. Be prepared and though similar to the last, Watch as the boulder falls.

The final clearing is finished with two targets summed together. Return to a straight flight down towards the canyon, and fire as often as possible to finish the mission.



Capture the Flag Rules

- 1. Capture your opponent's flag three times.
- 2. Pass through the shield at your opponent's base, then touch your own shield to score.
- 3. Using powerups to recharge your torpedoes.

Mission Briefing

Player 1: You are the leader of the Resistance. Your mission is to capture the Imperial flag and return it to your base. You have a wingmate to assist you. Good luck!

Do not fly directly toward my shield from your opponent as you're too slow. Use the wingmate to return to yours for an easy score.



TIP

You're not alone in all this melee. You have a wingmate to order around. Set your mate to attack your opponent for a little help.

All you need to do is fly through the shield to score, and in your wingmate's right arm to know when you have the flag.





1 Discover the floating hydrodynomes to recharge your power. Remember: Shouting. These can take a little time to use, so try to keep them to when you get low.



Watch out for them running around the world on hydrogen voice. Though these little bubbles can save some damage, make a little noise by getting them a player friend. This will help you succeed if you now.



For a good time, try to make your opponent run away. This will help when trying to collect more energy.



These rooms are all you need to take the lead. If the other player is getting you down, if you do have a hard time beating them, you can always just wait.



Cheats

If you aren't cheating, you aren't trying!

So you've beaten the game and gotten all the gold medals in every mission and bonus mission. Looking for a little more? Cheat codes add a whole new dimension to the game. Here are a few to get you started.

NOTE

Enter the codes in Code Setup. Code Setup is found in the Options selection from the main menu.



NOHOO



With this cheat, fly missions with an invincibility shield. Without the invincibility shield, your medals become regular gold medals (not silver).

▲ back □ start ← → x select ○ ok

MINIME



With this cheat, fly missions with an invincibility shield. With the shield on, enemy fire is nothing more than flashing lights. However, with an invincibility shield, shooting off your ship, blowing off your ship.

▲ back □ start ← → x select ○ ok

JARJAR



With this cheat, fly missions with the invincibility shield on. Left, Right, Up, Down, Left, Right.

▲ back □ start ← → x select ○ ok

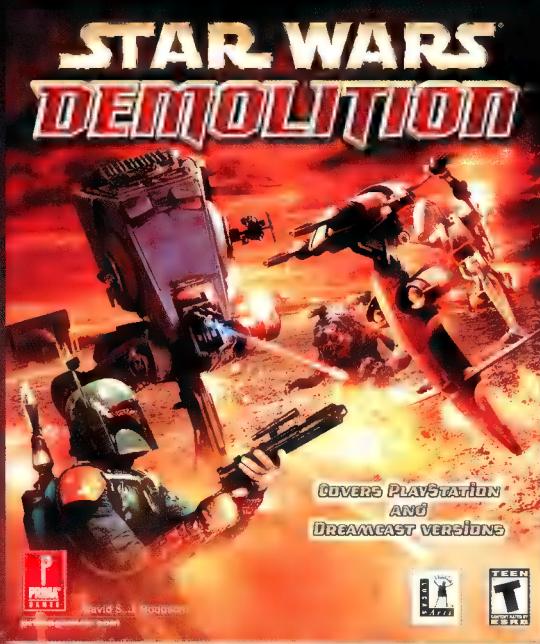
CREDITS



With this cheat, fly missions with Credits mode. See names of all the people who helped put the game together.

▲ back □ start ← → x select ○ ok

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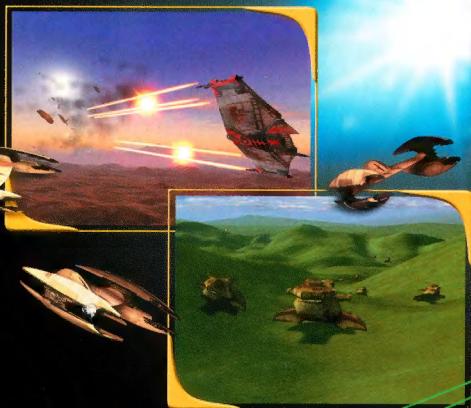
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